VRay Complete Tutorial

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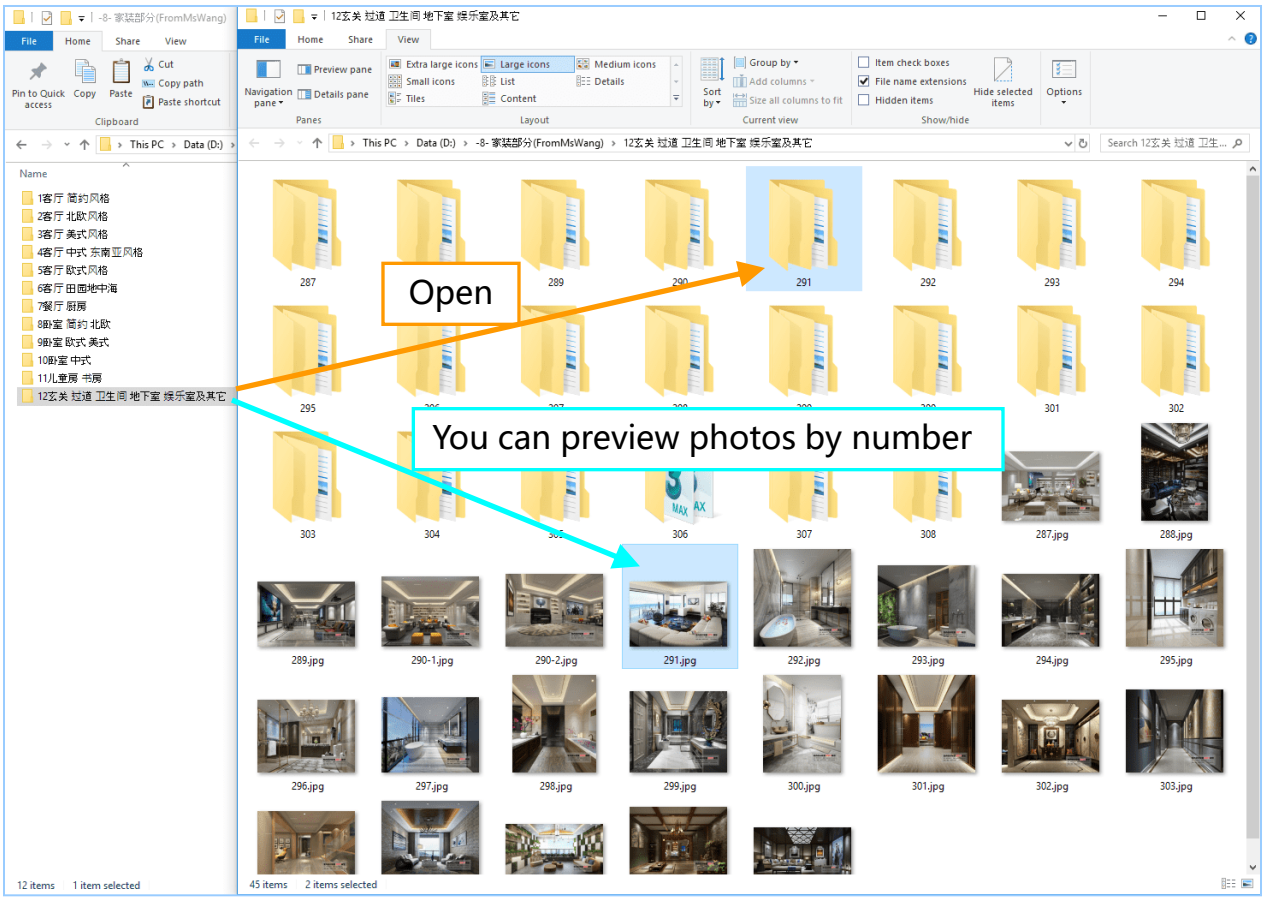
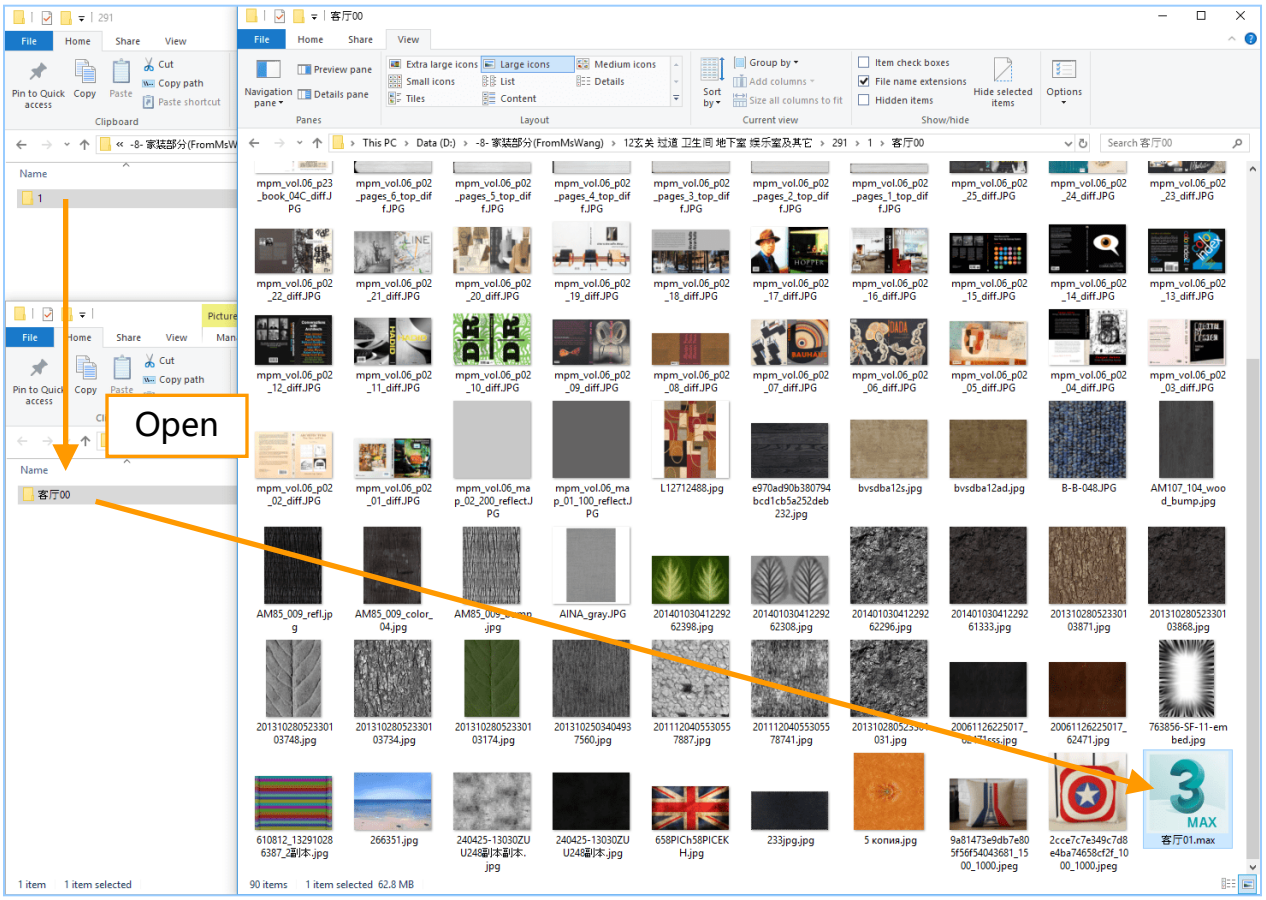
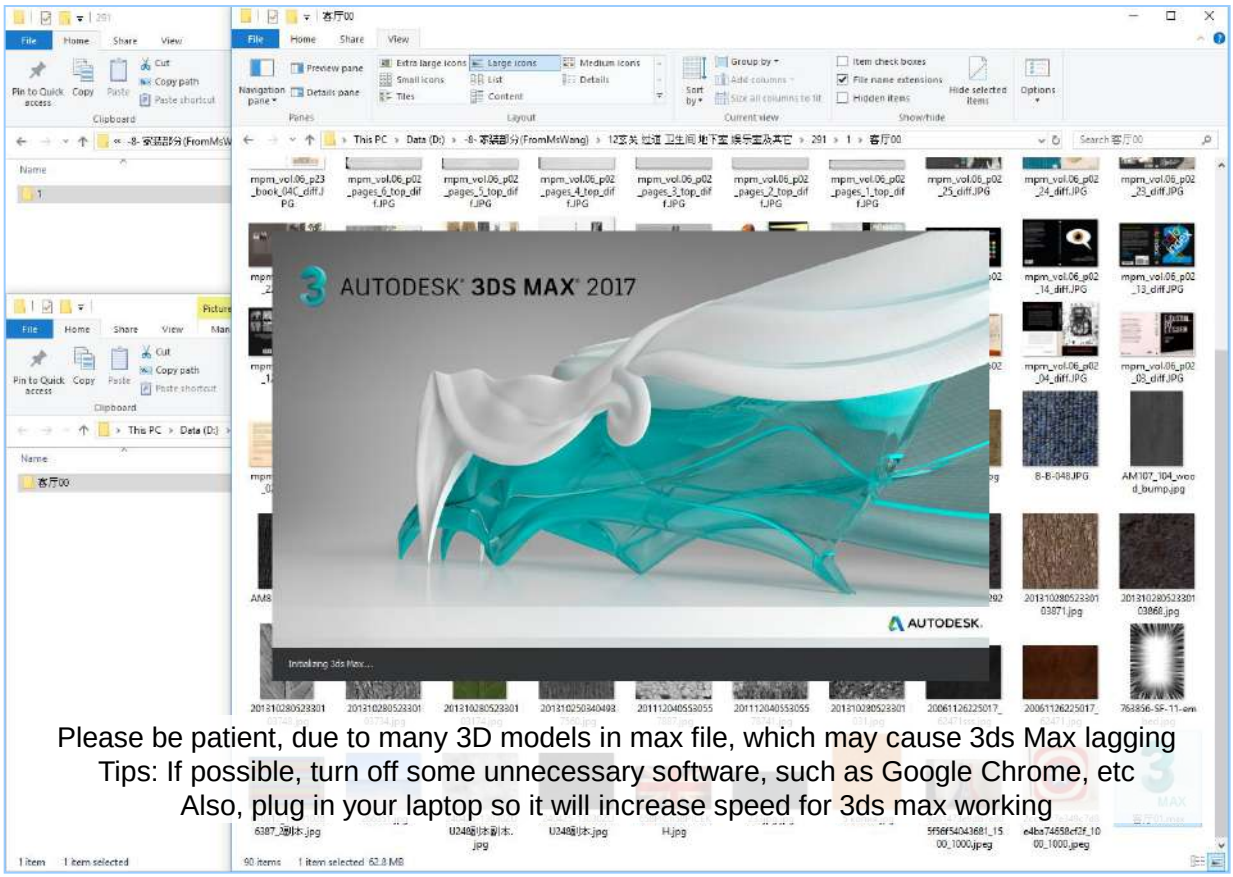
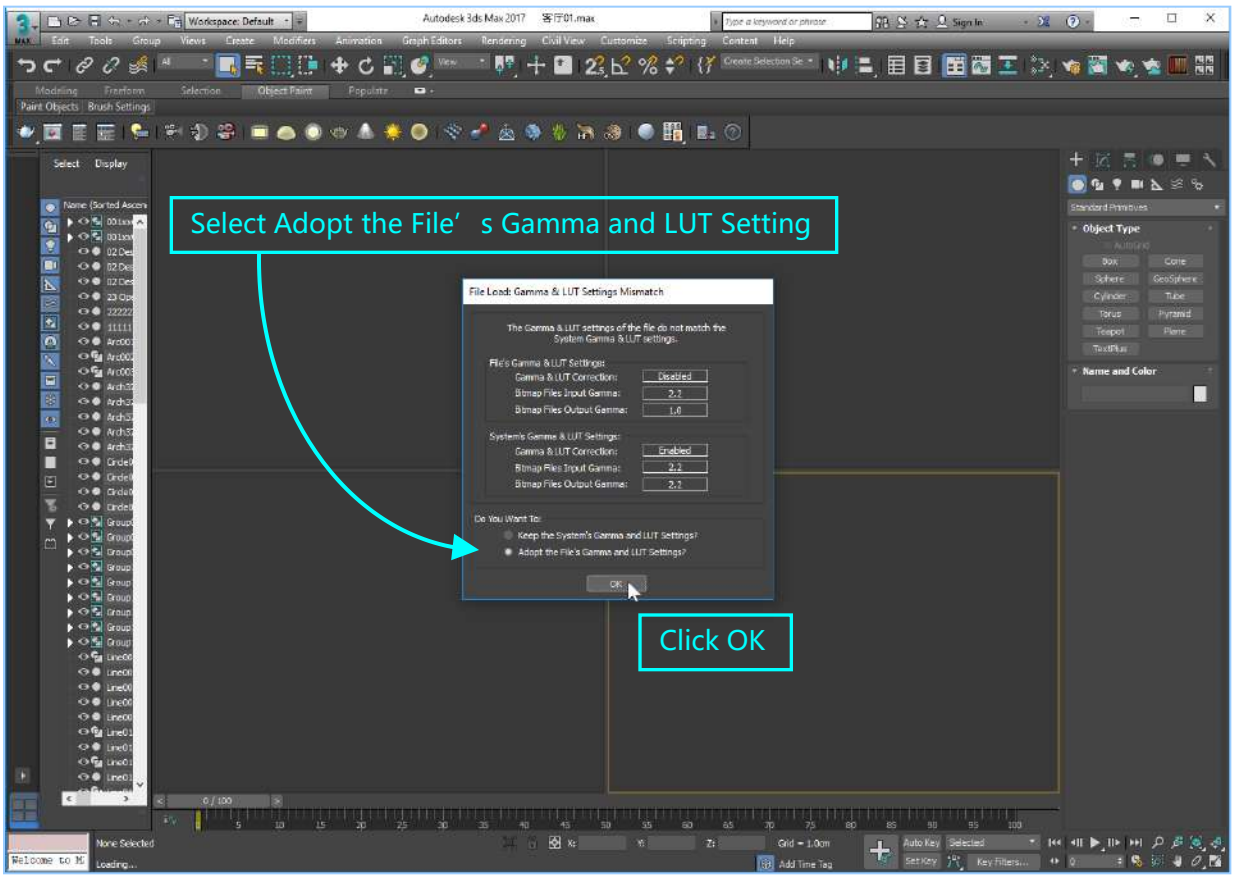
Step 1: Open the “家装部分” folder given by teacher

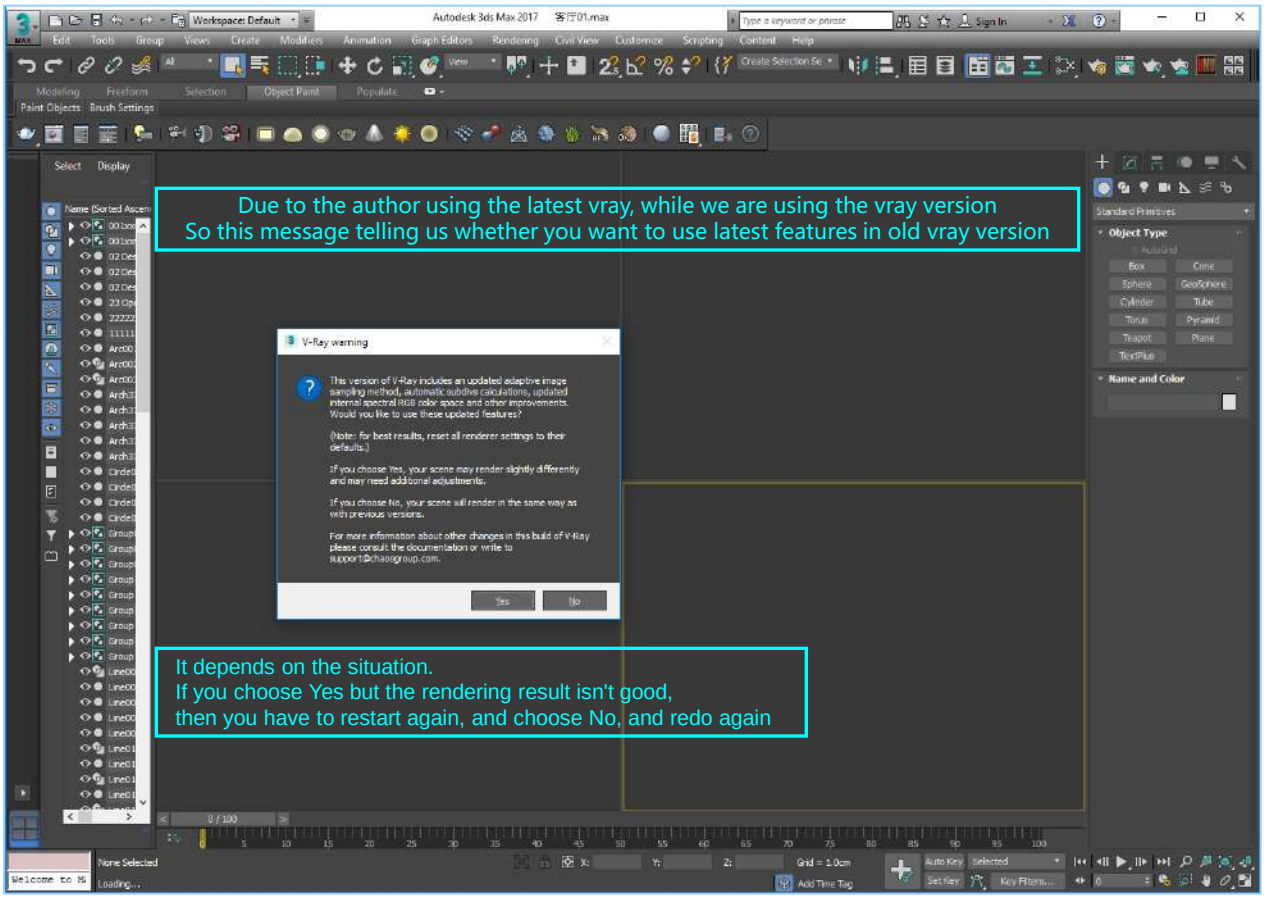


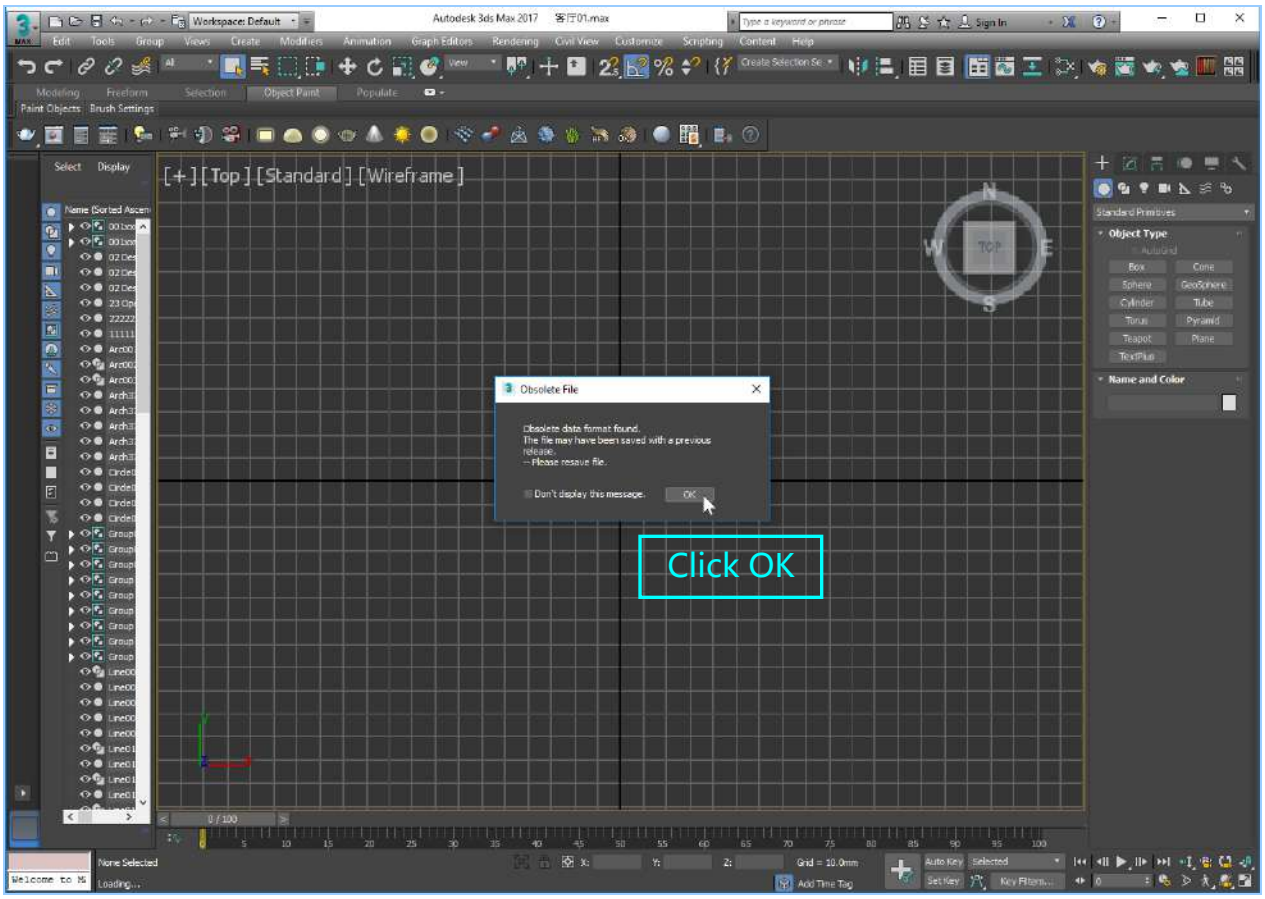


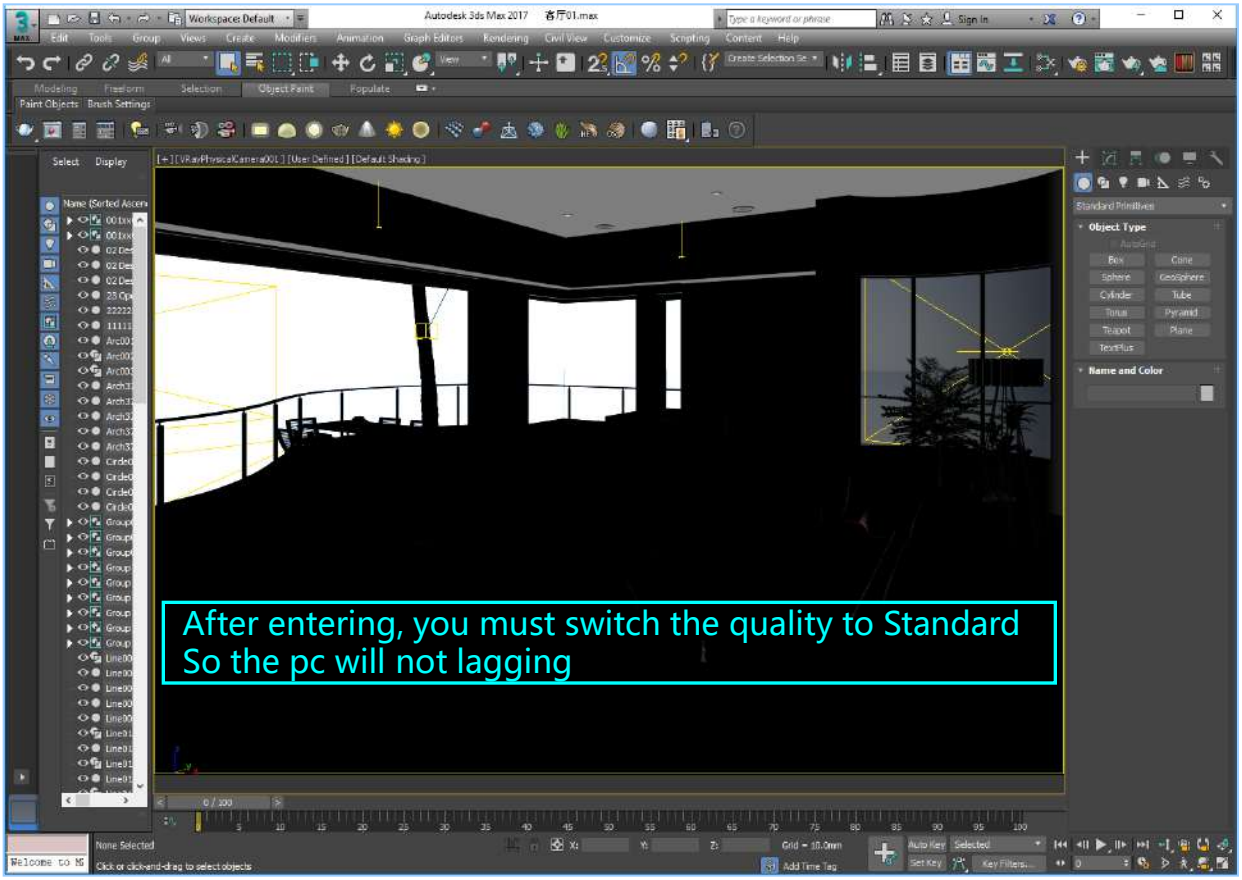


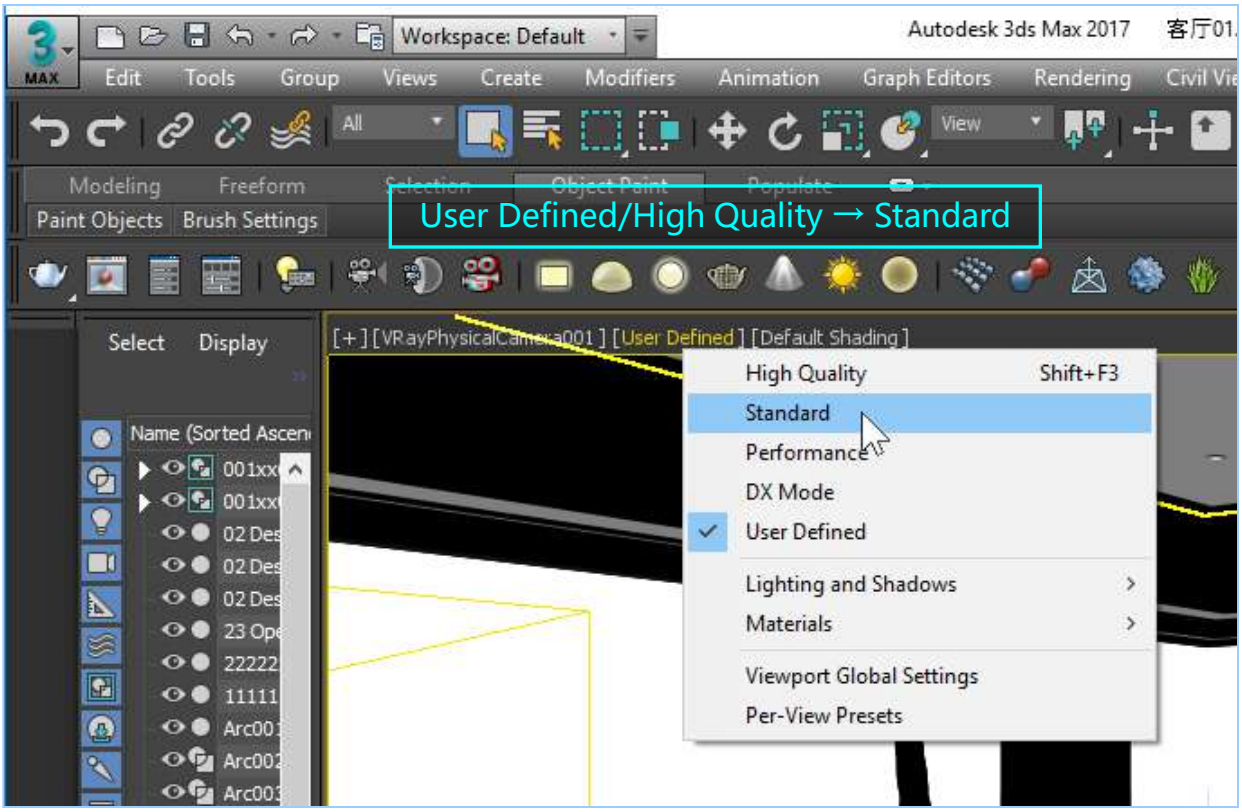
Please be patient, due to many 3D models in max file, which may cause 3ds Max lagging
Tips: If possible, turn off some unnecessary software, such as Google Chrome, etc
Also, plug in your laptop so it will increase speed for 3ds max working

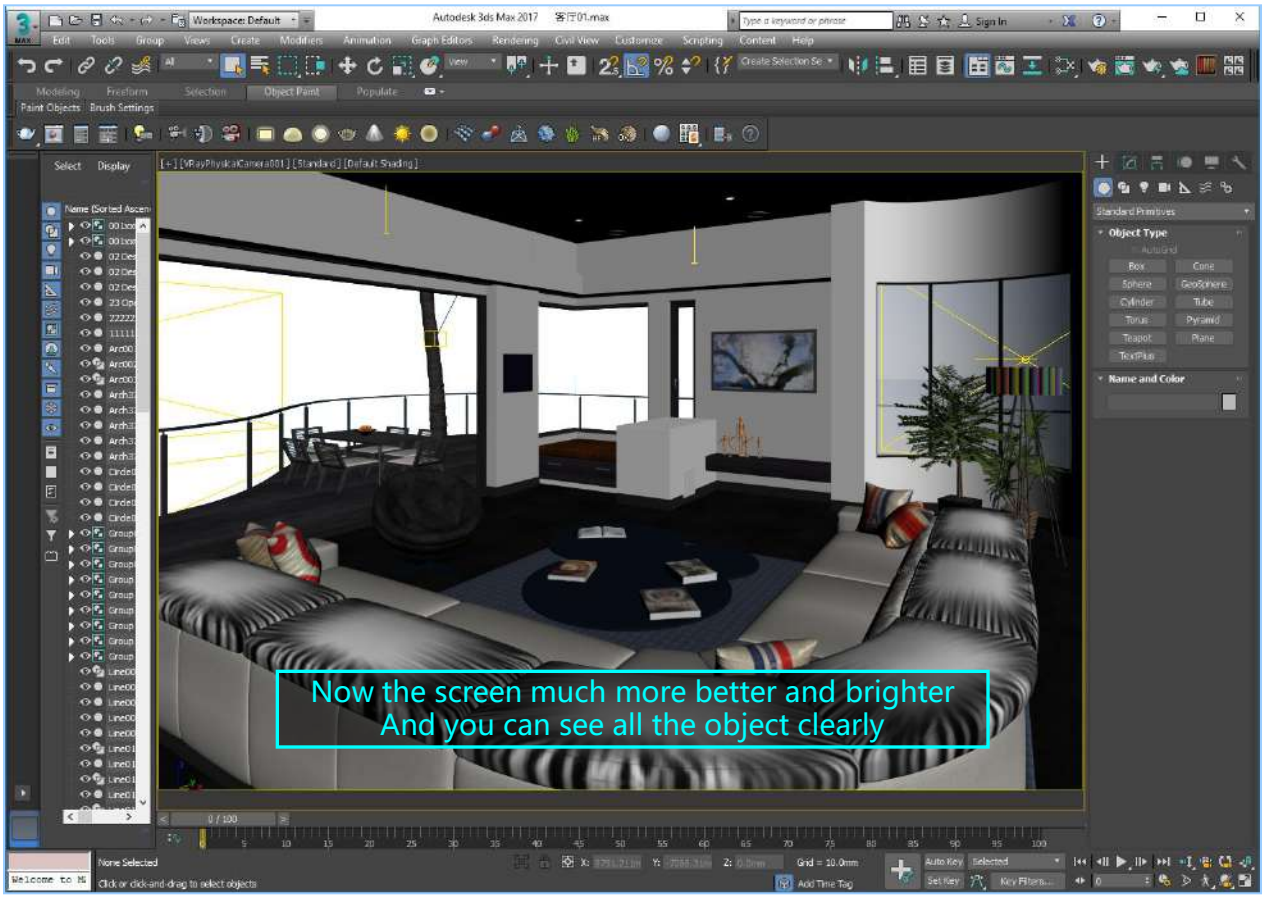


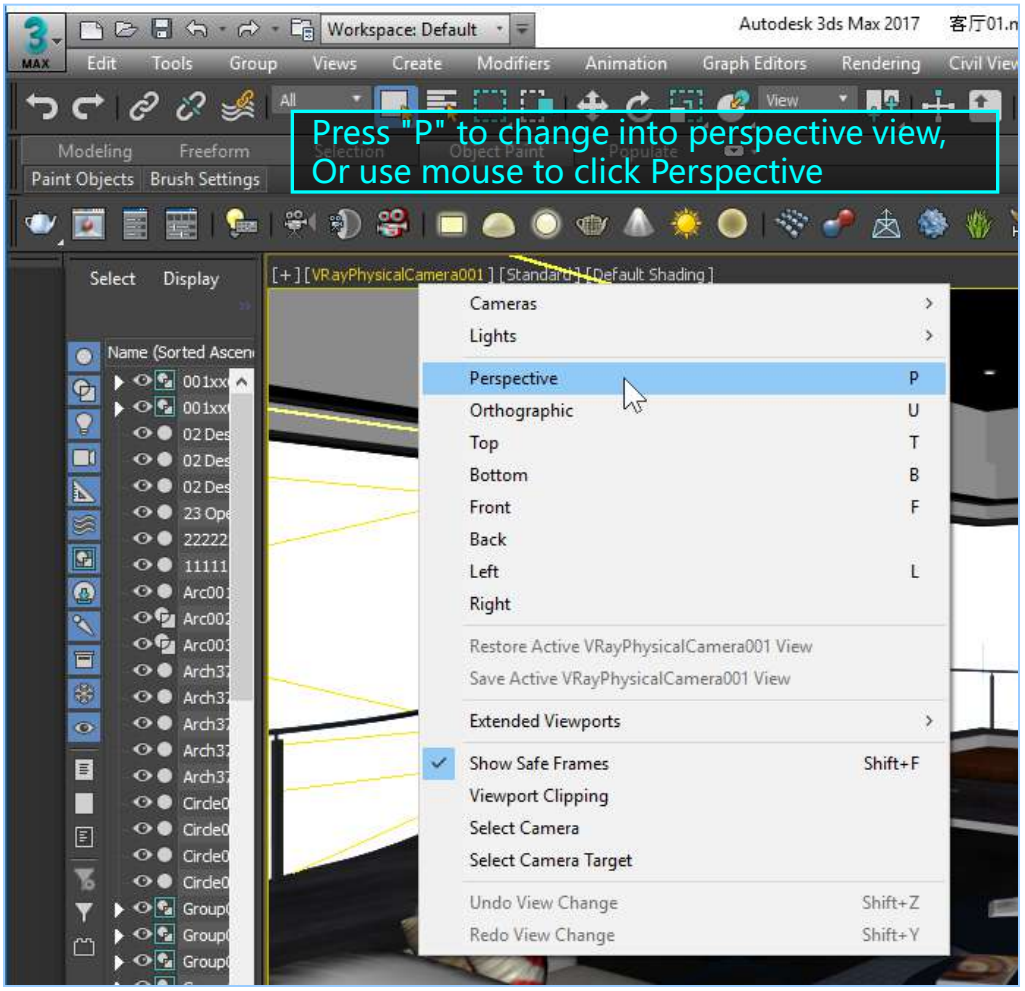

Due to the author using the latest vray, while we are using the vray version
So this message telling us whether you want to use latest features in old vray version
V-Ray warning
This version of V-Ray includes an updated adaptive image sampling method, automatic subdivs calculations, updated internal spectral RGB color space and other improvements. Would you like to use these updated features?
(Note: for best results, reset all renderer settings to their defaults.)
If you choose Yes, your scene may render slightly differently and may need additional adjustments.
If you choose No, your scene will render in the same way as with previous versions.
For more information about other changes in this build of V-Ray please consult the documentation or write to support@chaosgroup.com.
Yes
No
It depends on the situation.
If you choose Yes but the rendering result isn't good,
then you have to restart again, and choose No, and redo again

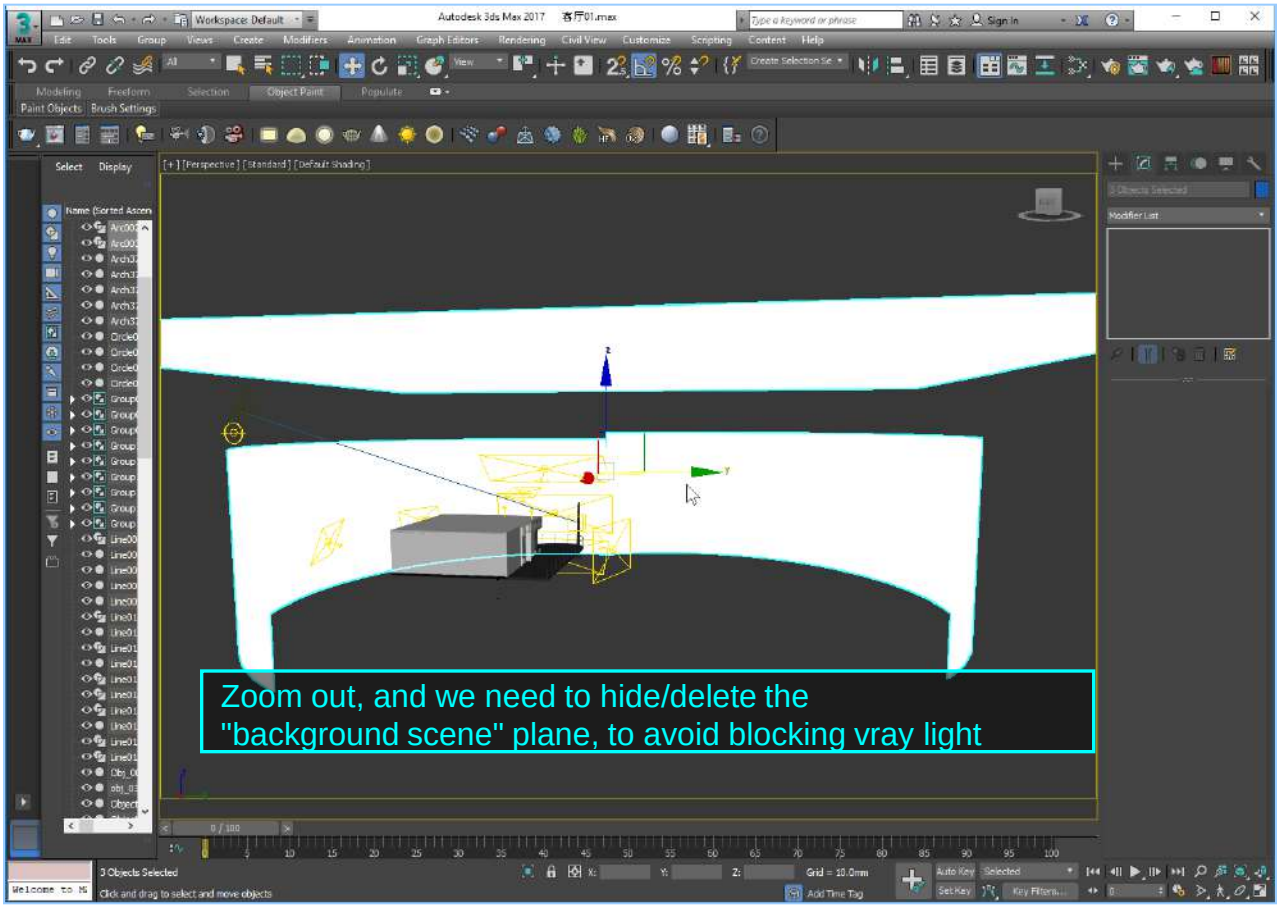

[+] [Top] [Standard] [Wireframe]
Obsolete File
Obsolete data format found.
The file may have been saved with a previous release.
-- Please resave file.
Don't display this message.
OK
Click OK

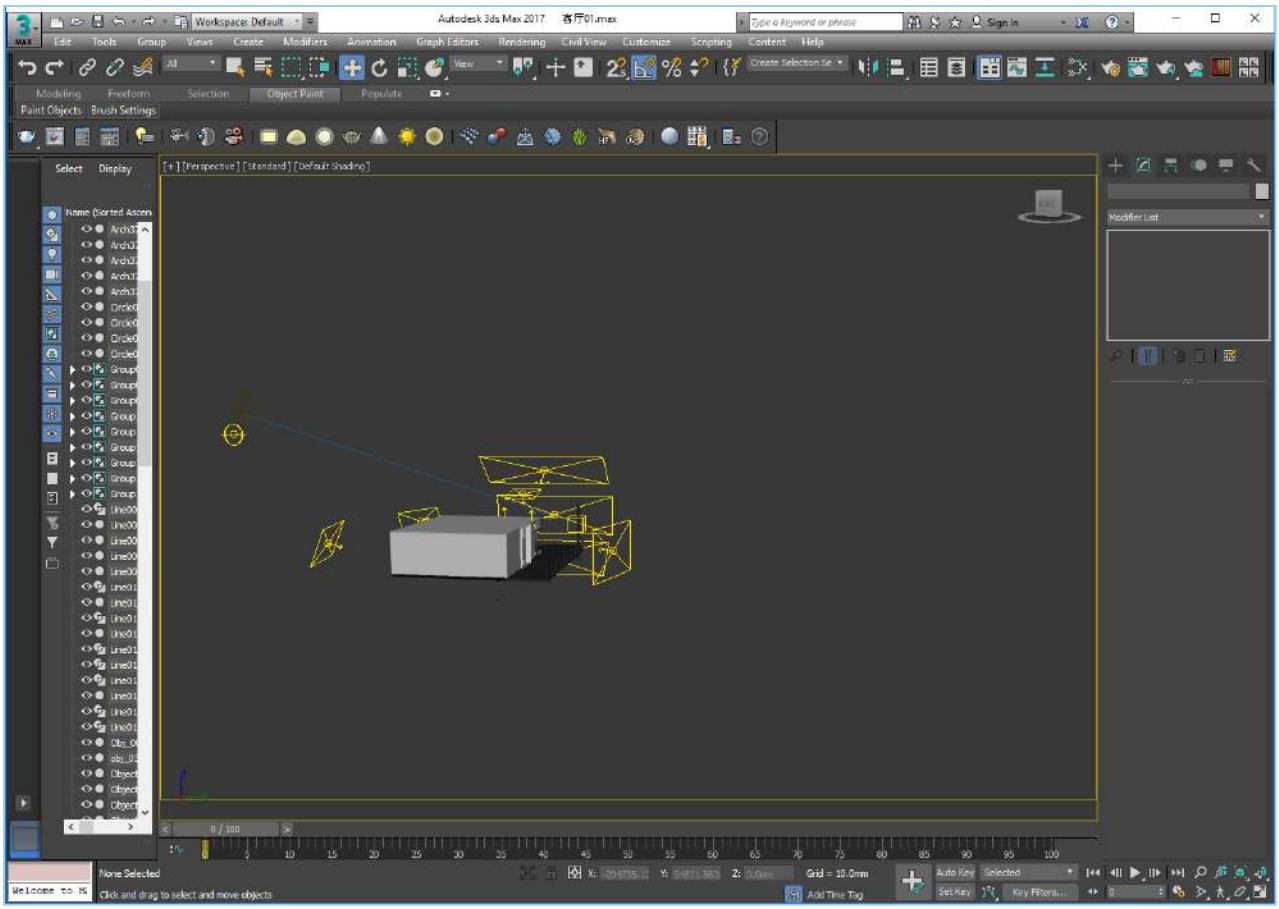

After entering, you must switch the quality to Standard
So the pc will not lagging

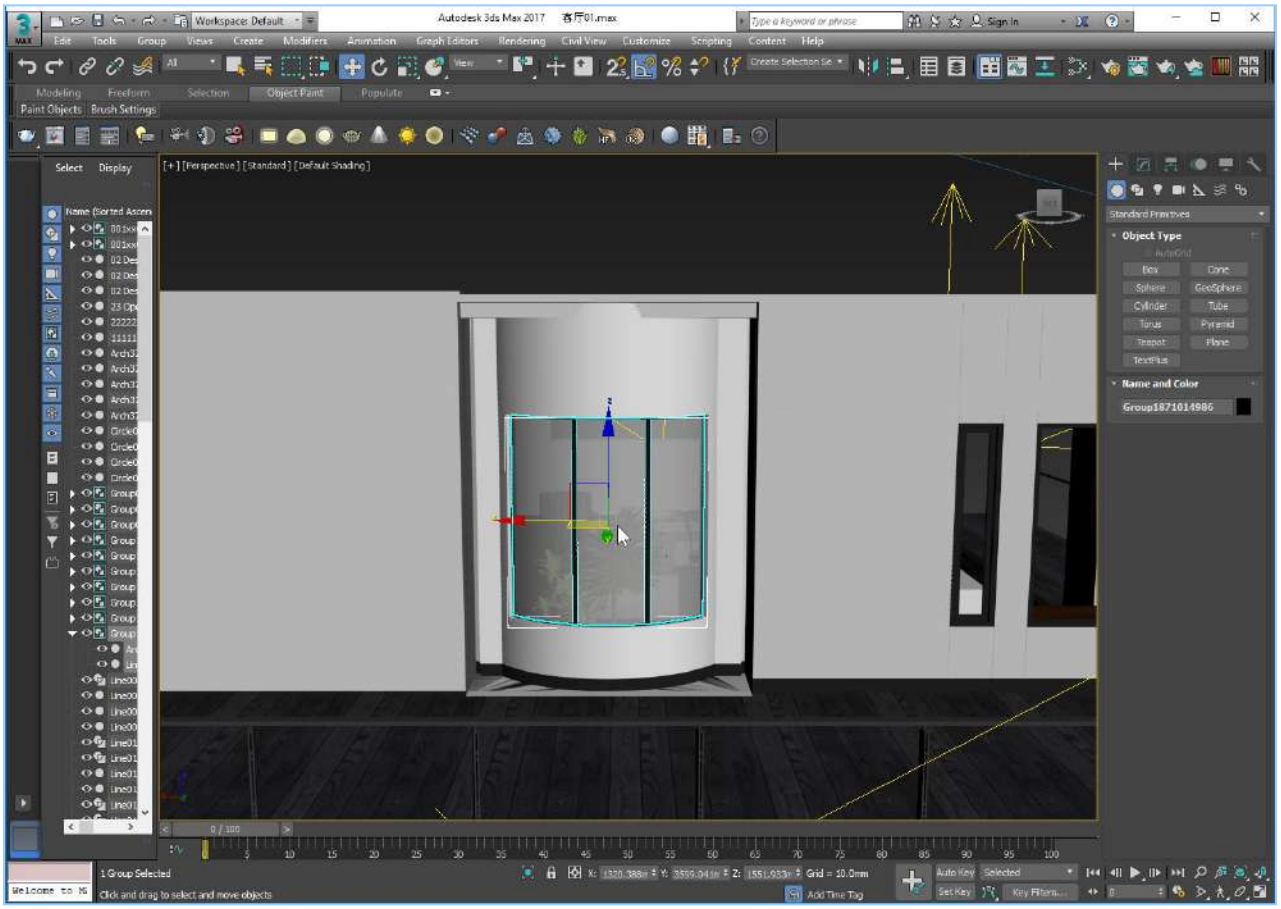

Workspace: Default
Autodesk 3ds Max 2017
Edit
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Modeling
Freeform
Paint Objects
Brush Settings
User Defined/High Quality → Standard
Select
Display
[+][VRayPhysicalCamera001][User Defined][Default Shading]
High Quality Shift+F3
Standard
Performance
DX Mode
User Defined
Lighting and Shadows
Materials
Viewport Global Settings
Per-View Presets


Now the screen much more better and brighter
And you can see all the object clearly


Press "P" to change into perspective view,
Or use mouse to click Perspective
Cameras
Lights
Perspective P
Orthographic U
Top T
Bottom B
Front F
Back
Left L
Right
Restore Active VRayPhysicalCamera001 View
Save Active VRayPhysicalCamera001 View
Extended Viewports
Show Safe Frames Shift+F
Viewport Clipping
Select Camera
Select Camera Target
Undo View Change Shift+Z
Redo View Change Shift+Y

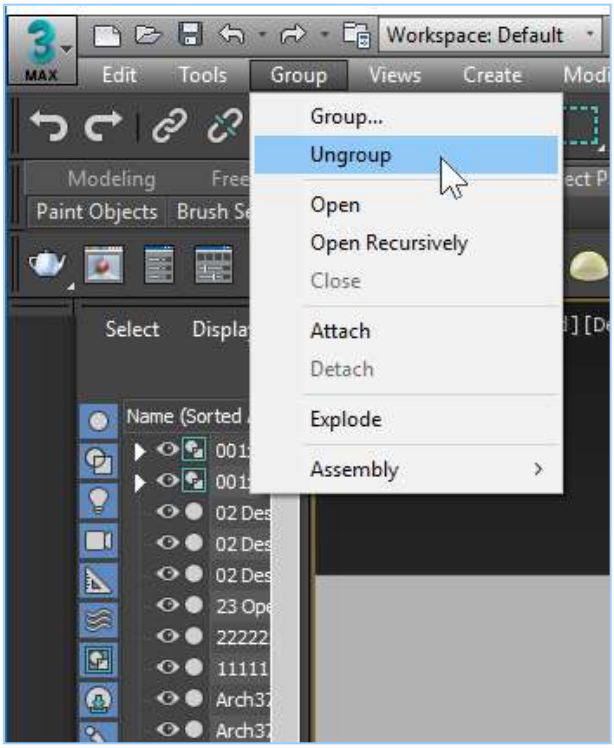

Zoom out, and we need to hide/delete the
"background scene" plane, to avoid blocking vray light

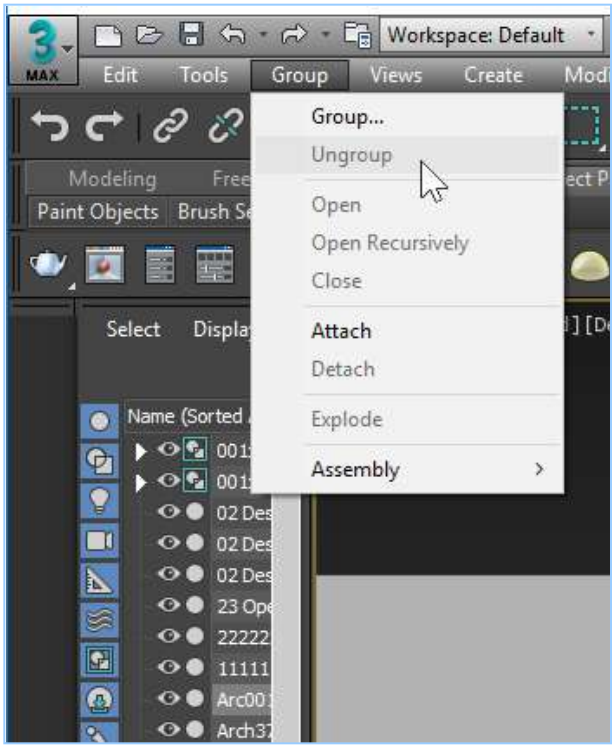


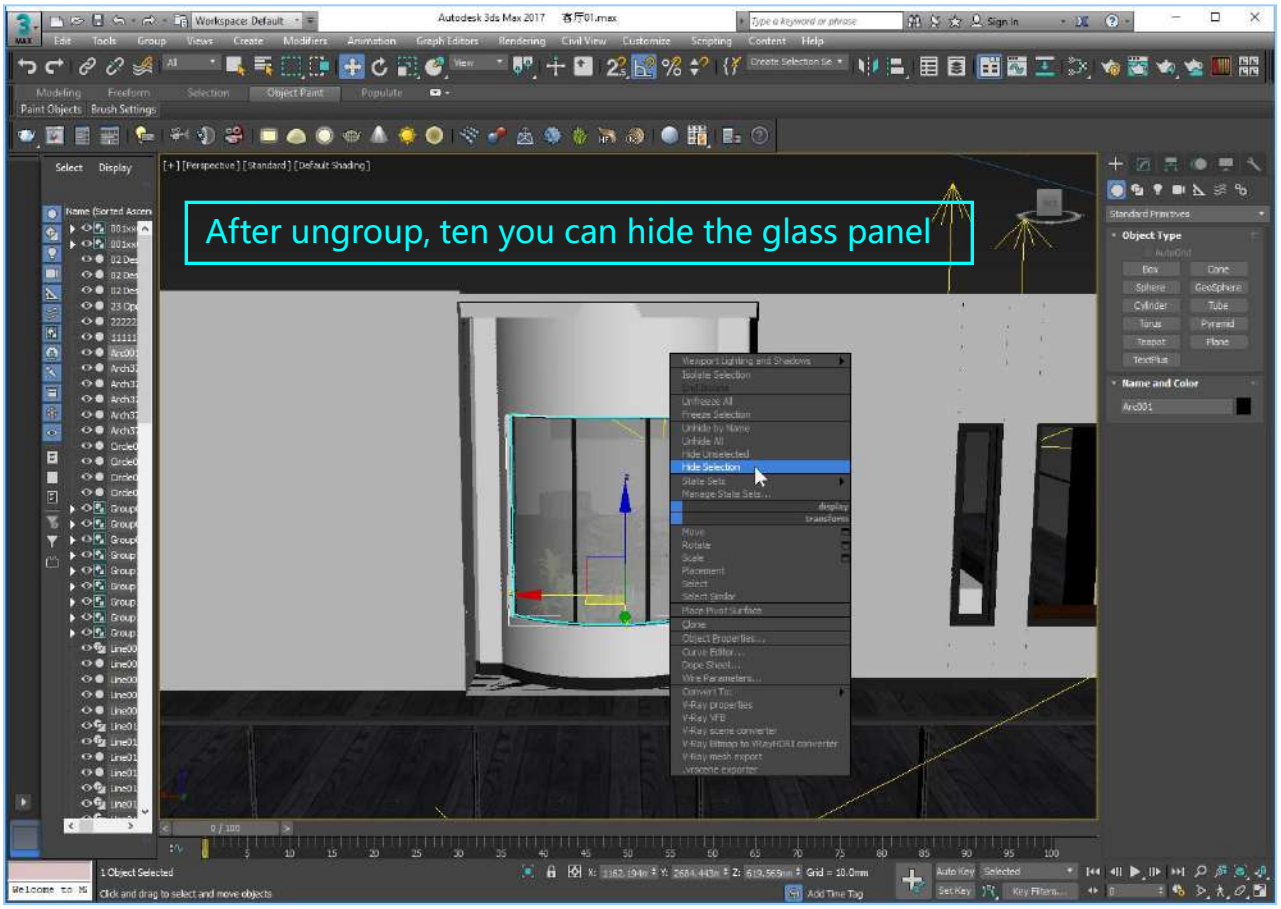


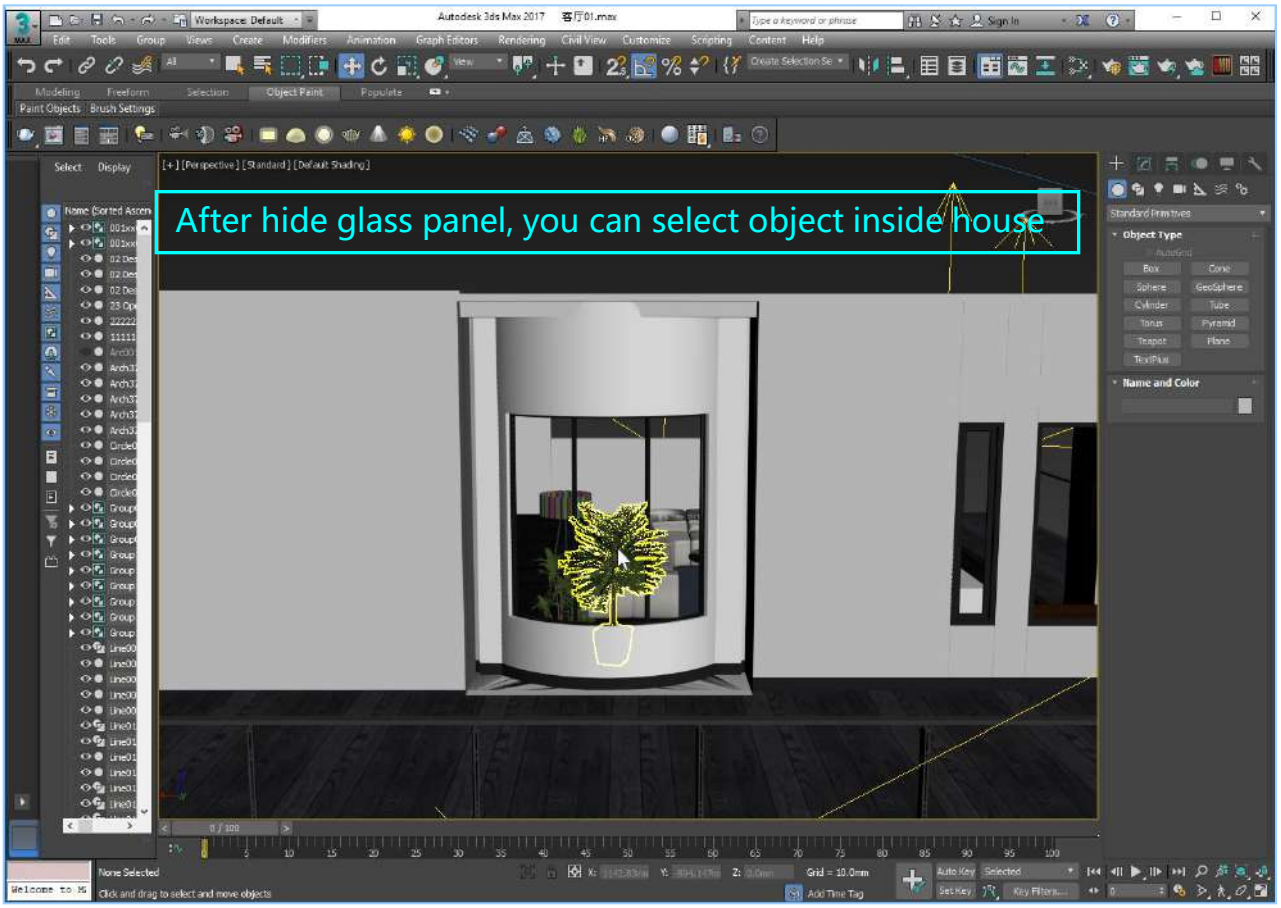
Don't forget hide the glass windows and glass doors
If you didn't hide them, the sun light unable come inside

Be carefully, when you select glass panel, the windows frame and door grill might selected together
So you must ungroup them first before hide the glass panel

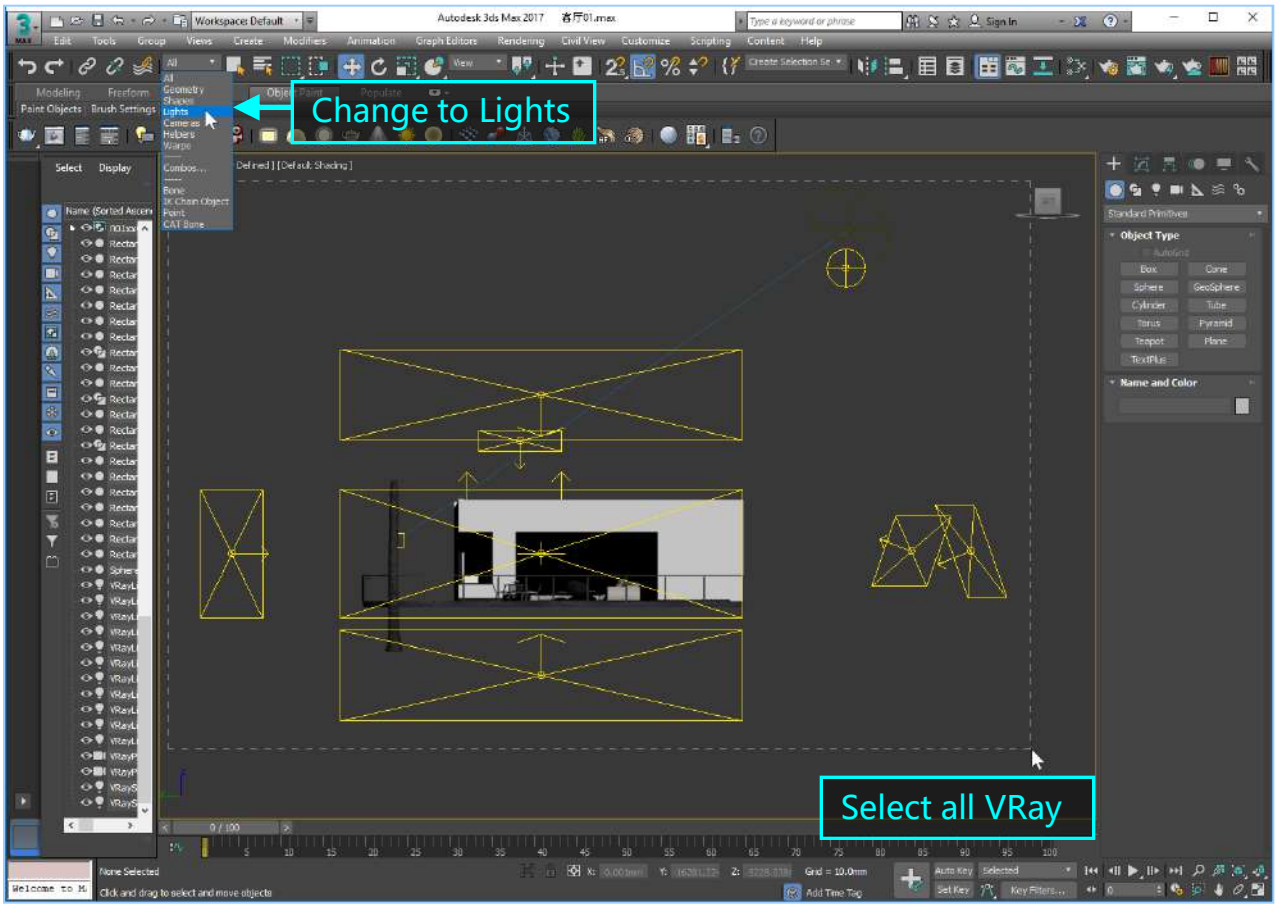




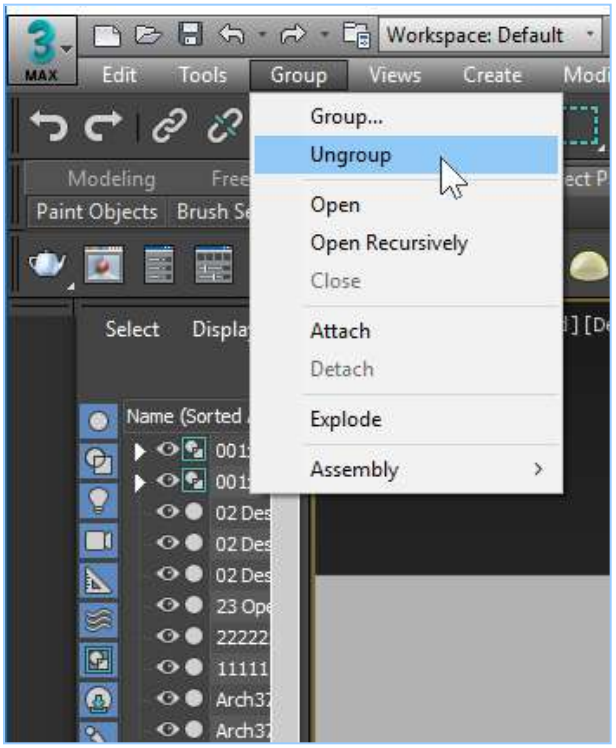

After ungroup, ten you can hide the glass panel

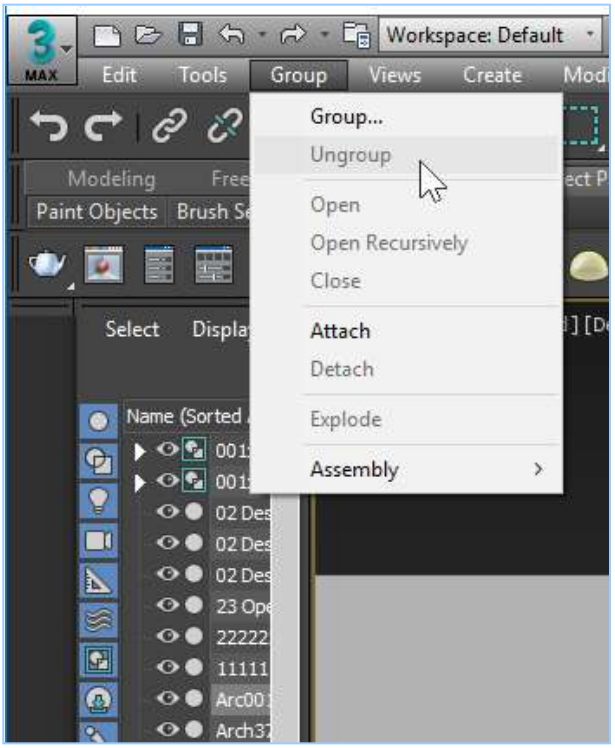

After hide glass panel, you can select object inside house

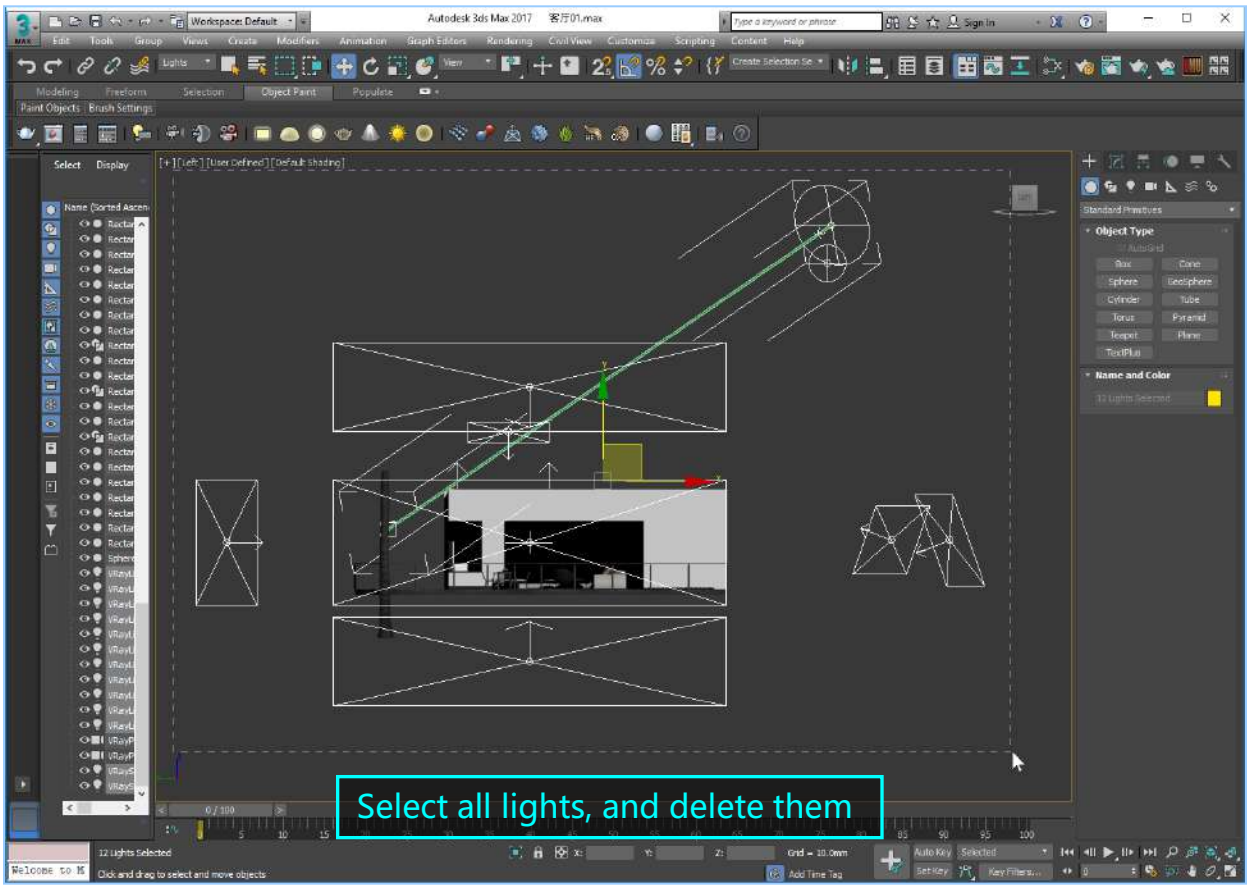
Next we switch to orthographic view and delete all the lights
Because we have to learn how to add VRayLight, VRAyIES and VRaySun

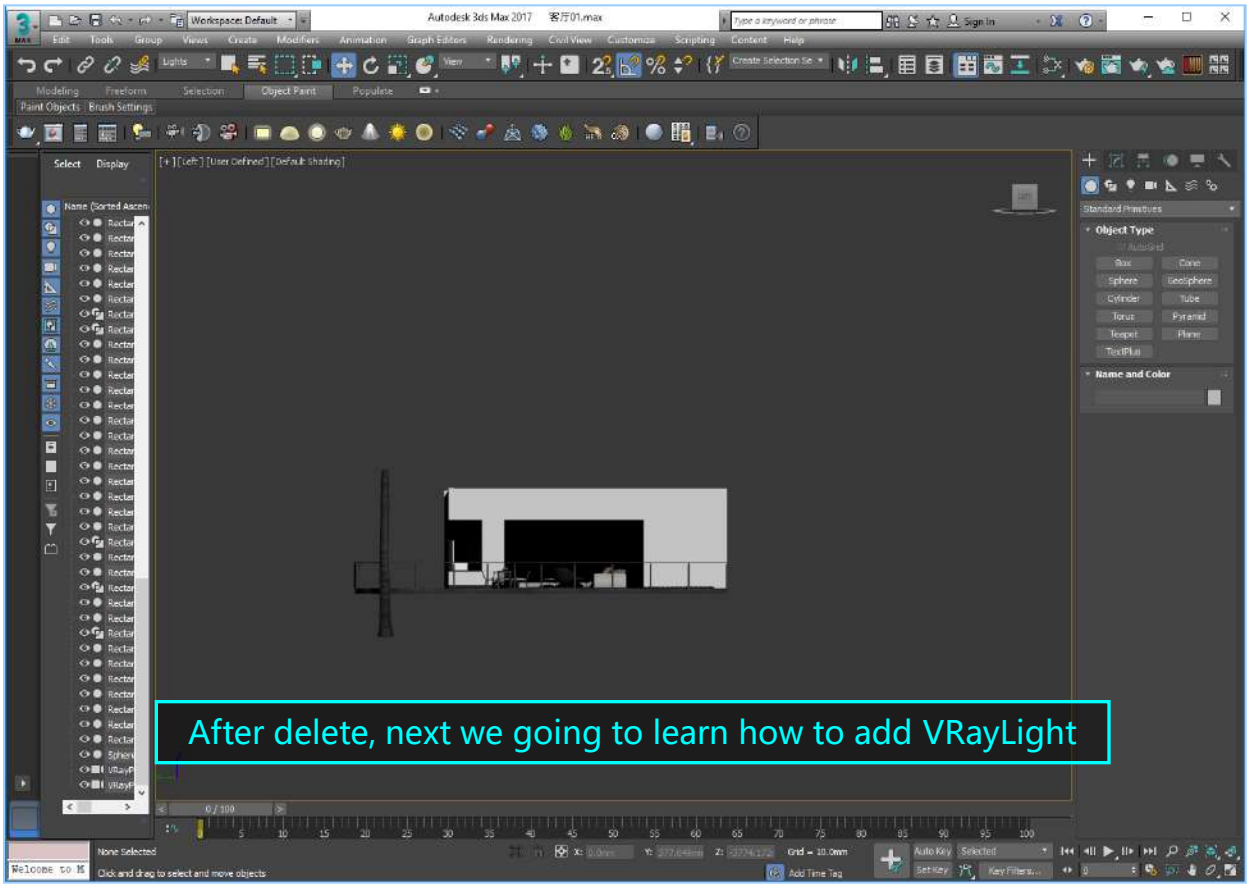


Before delete, please make sure keep ungroup until it cannot ungroup anymore

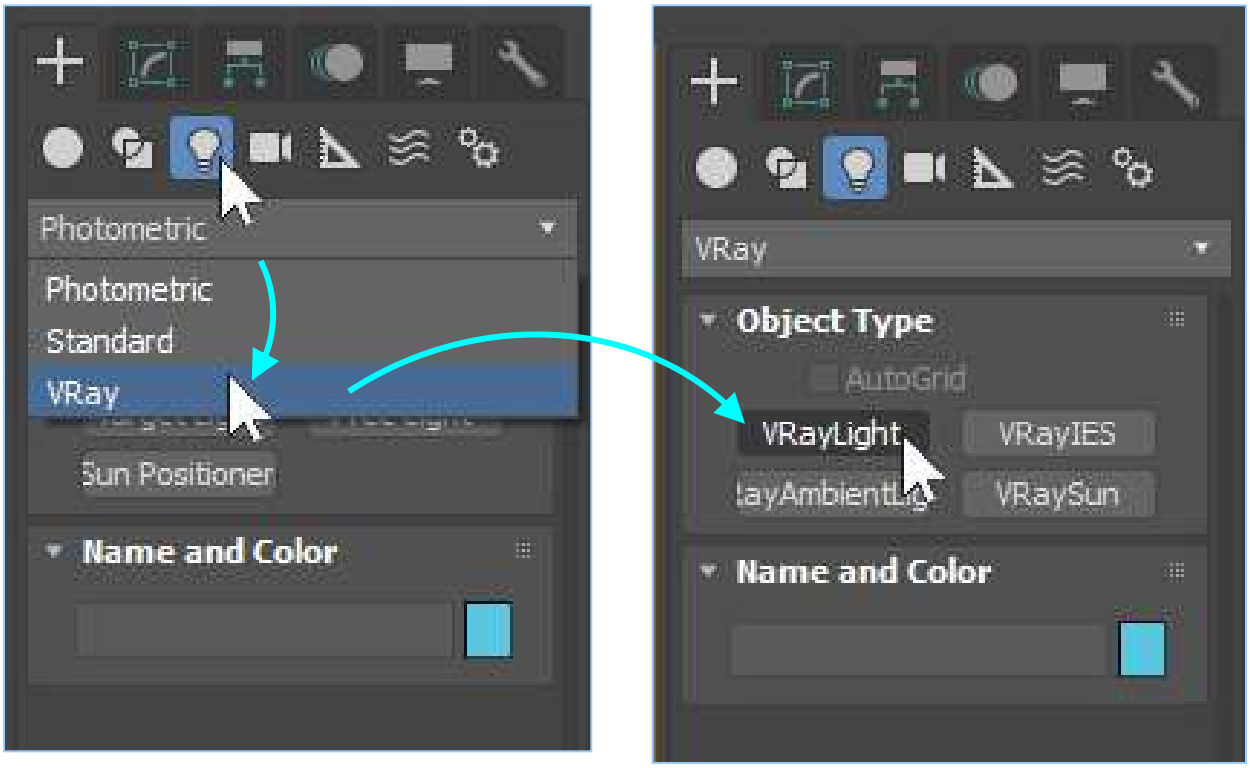




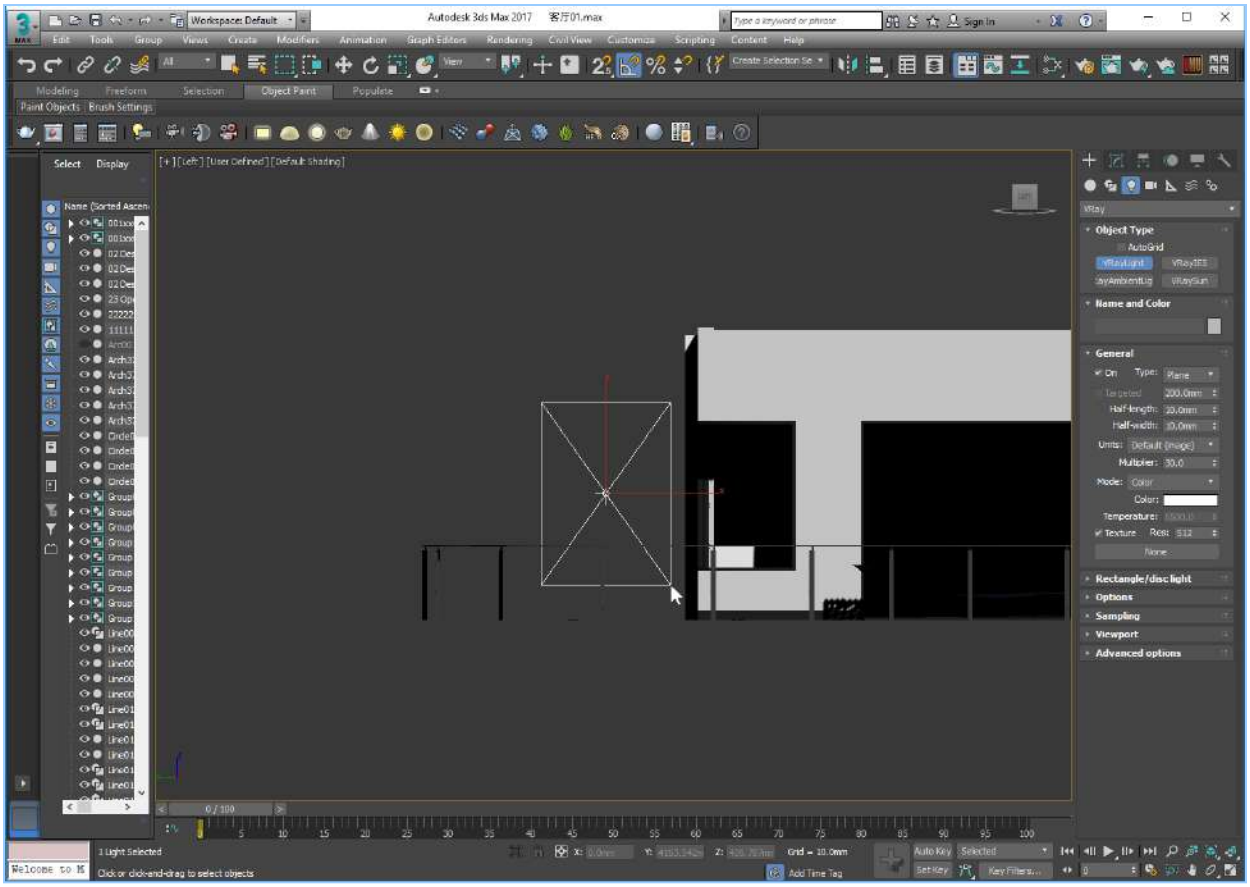

Select all lights, and delete them


After delete, next we going to learn how to add VRayLight

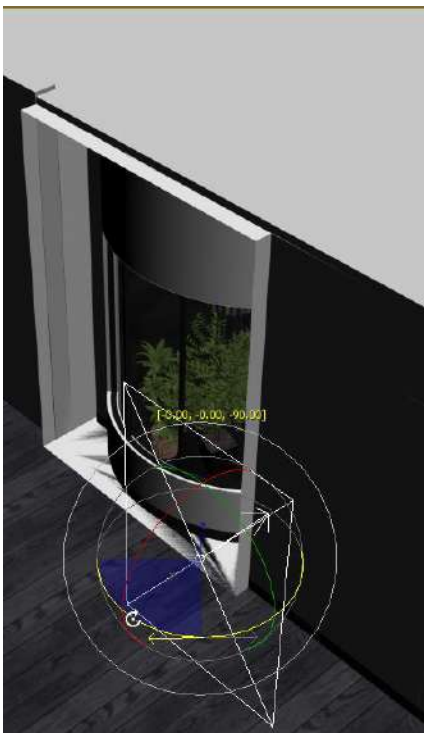
Press “Lights” logo, and select “VRay” ,and then add VRayLight

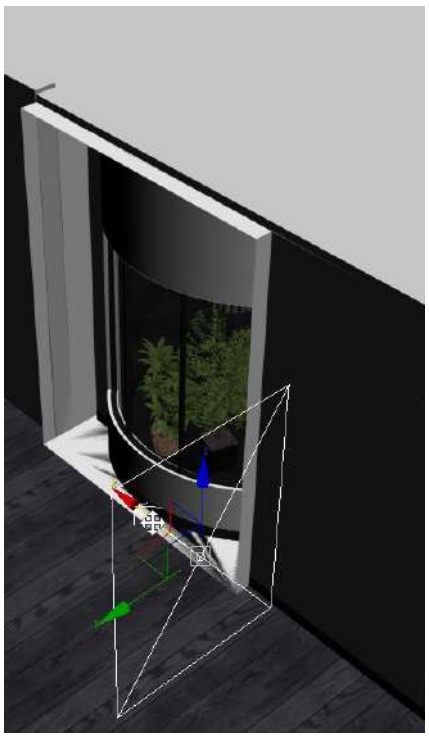


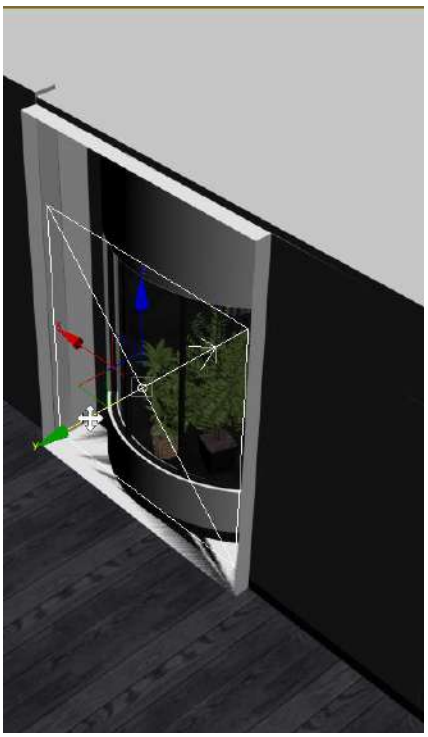
Make sure switch to orthographic mode before add VRayLight



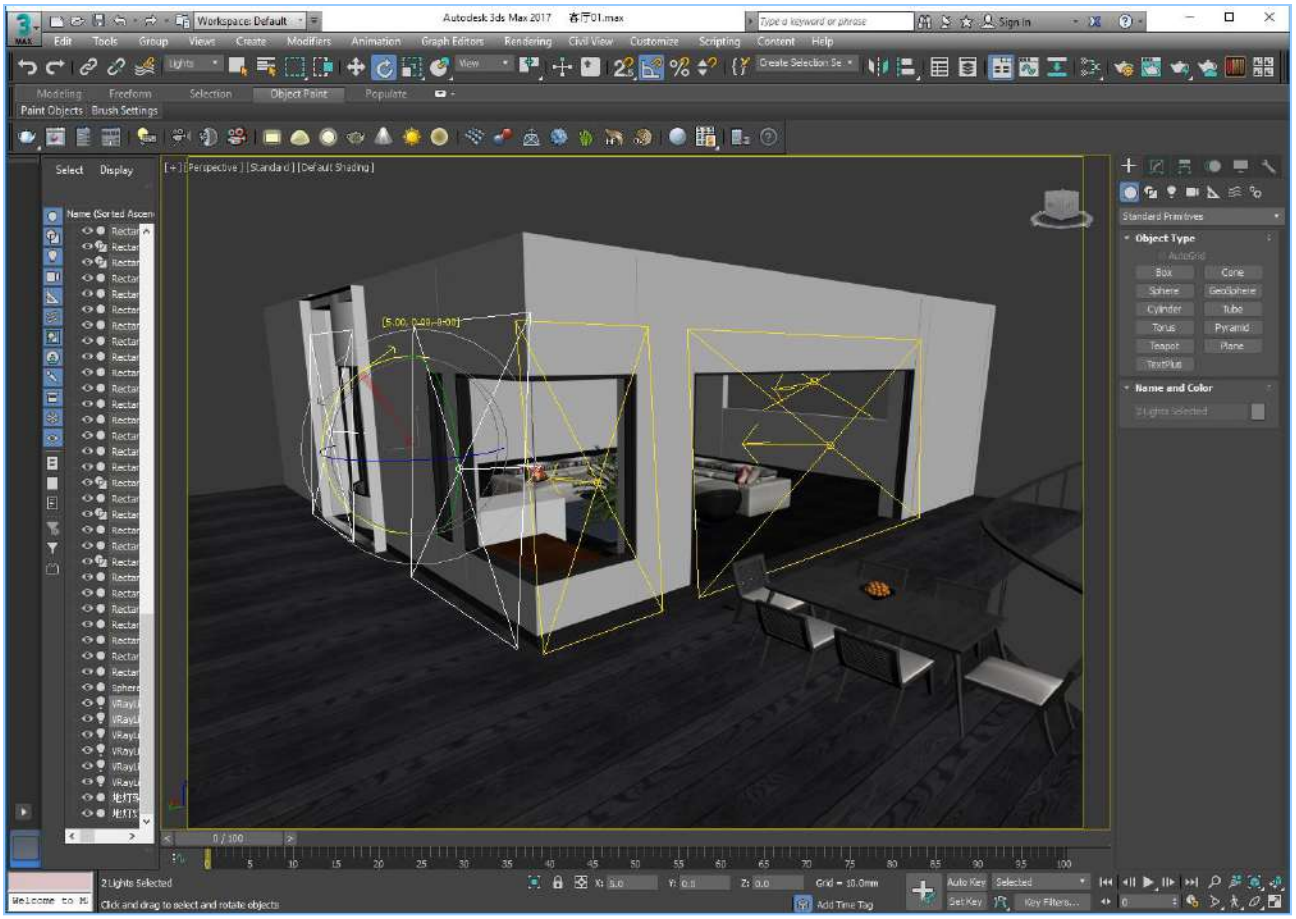
Next we switch to “P” (Perspective) for adjust and rotate VRayLight

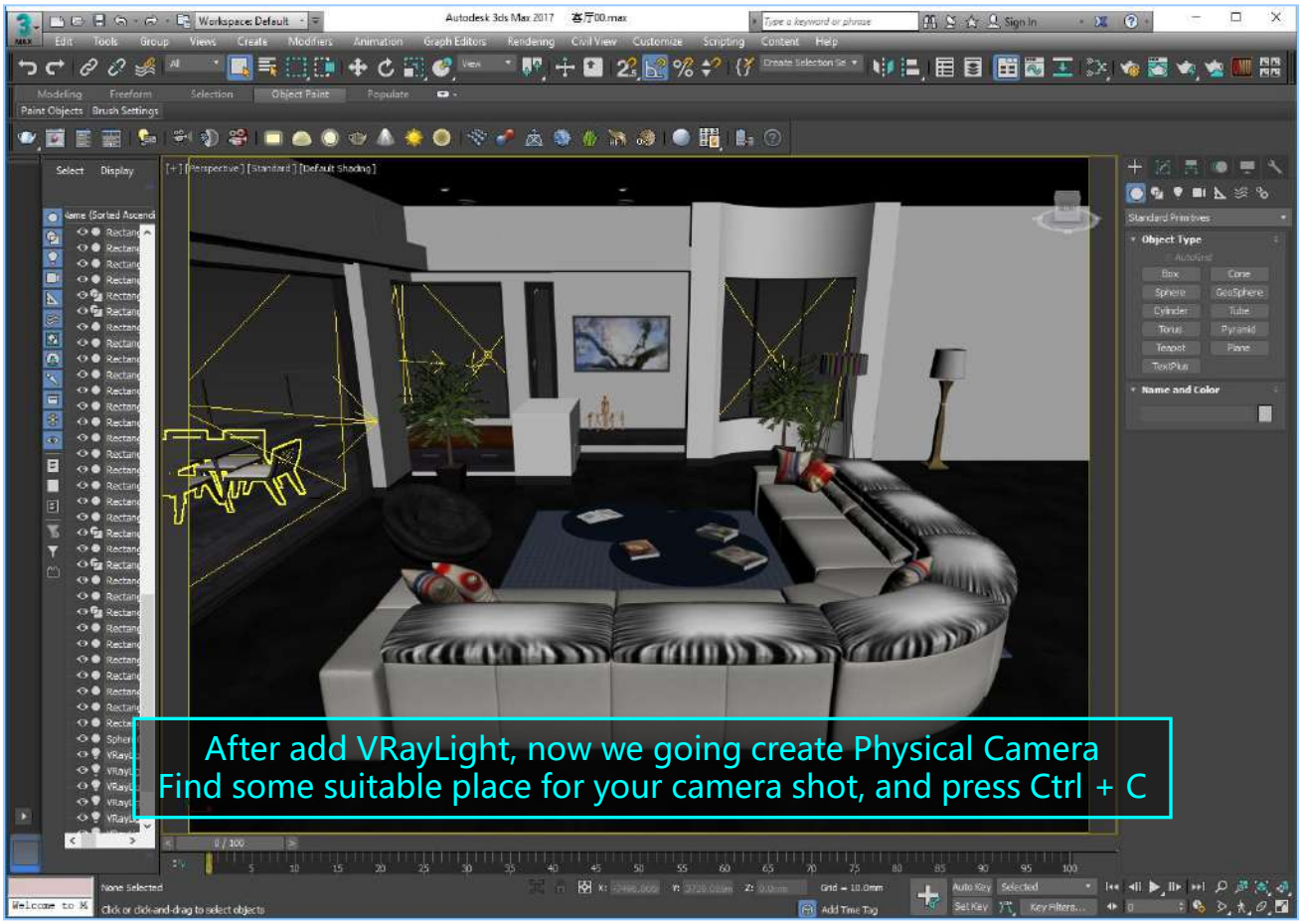


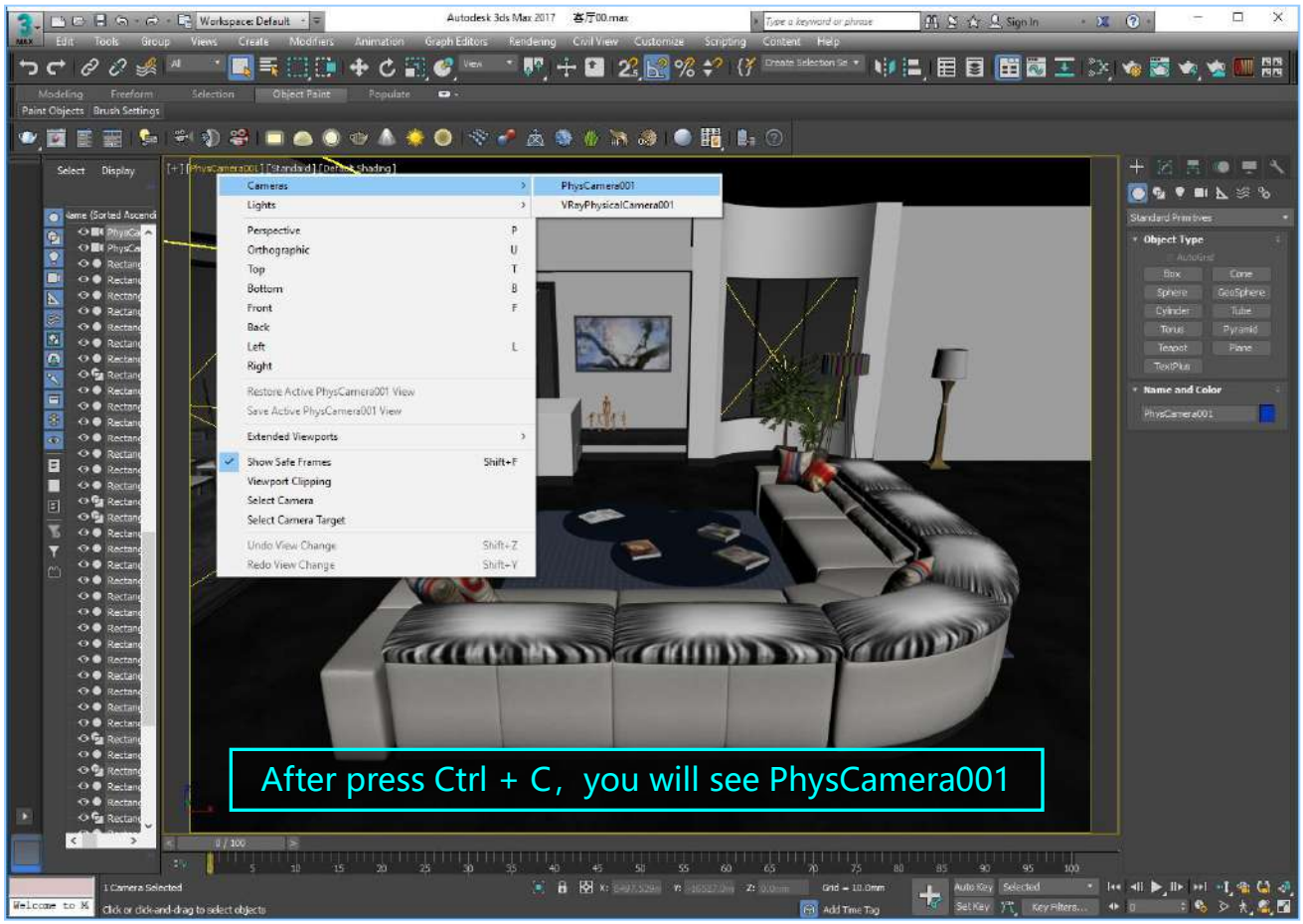


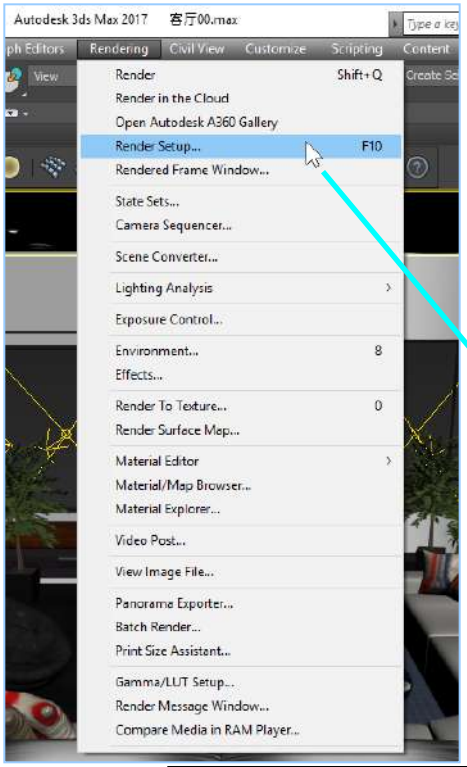


Adjust, rotate and rescale VRayLight size




After add VRayLight, now we going create Physical Camera
Find some suitable place for your camera shot, and press Ctrl + C


Cameras
Lights
Perspective
Orthographic
Top
Bottom
Front
Back
Left
Right
Restore Active PhysCamera001 View
Save Active PhysCamera001 View
Extended Viewports
Show Safe Frames
Viewport Clipping
Select Camera
Select Camera Target
Undo View Change
Redo View Change
PhysCamera001
VRayPhysicalCamera001
After press Ctrl + C, you will see PhysCamera001



Now we going to Render Setup

Make sure Renderer: V-Ray Adv 3.40.01

View to Render: Quad 4

Select Common

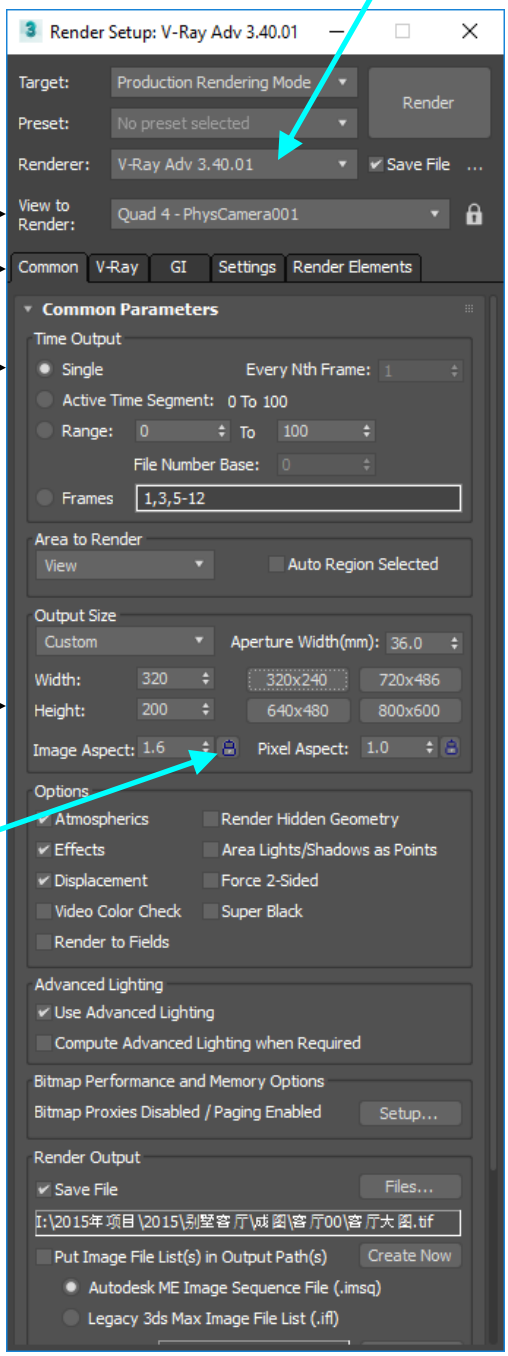
Make sure Time Output: Single
Because we just render one image

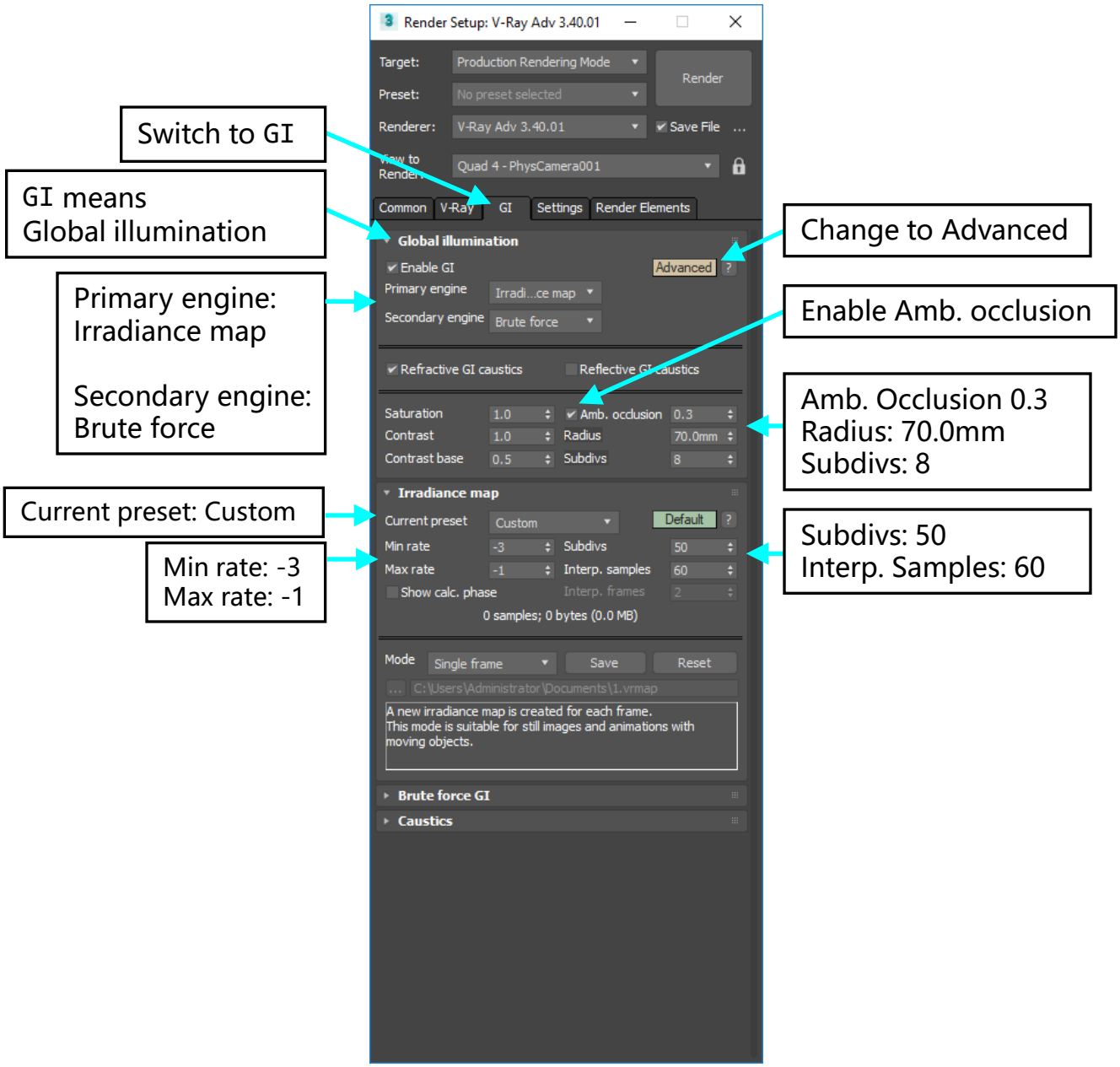
Render image size
First, we must render small size image
Because we need to check if there is any problems
If you render large image size, it will take very long time to rendering

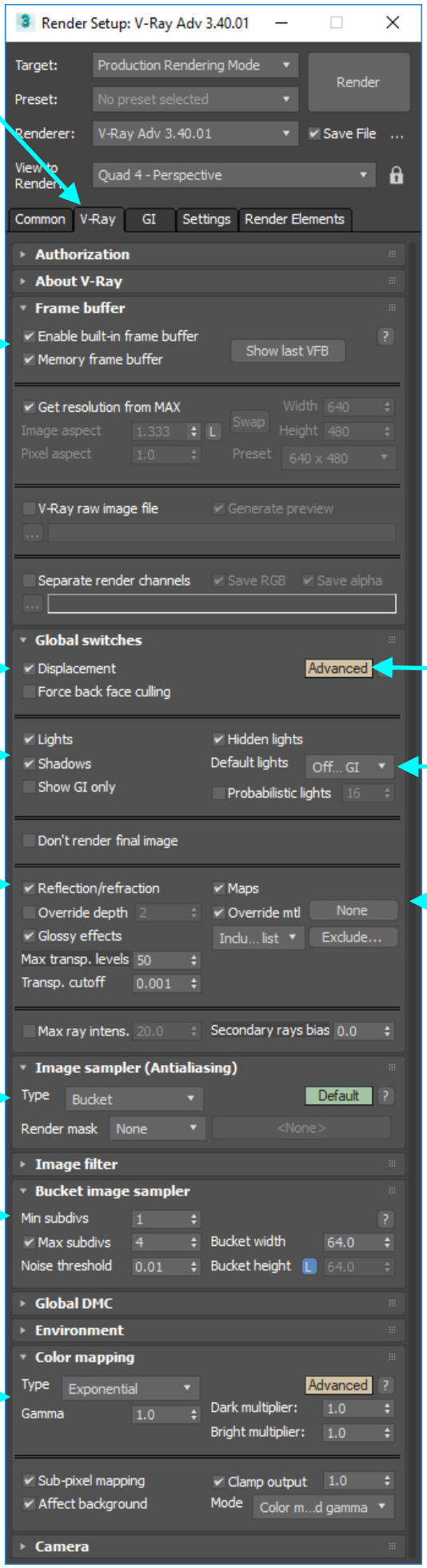
Make sure it is unlock

- lock

- unlock




Switch to GI
GI means
Global illumination
Primary engine:
Irradiance map
Secondary engine:
Brute force
Current preset: Custom
Min rate: -3
Max rate: -1
Change to Advanced
Enable Amb. occlusion
Amb. Occlusion 0.3
Radius: 70.0mm
Subdivs: 8
Subdivs: 50
Interp. Samples: 60
Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
Render
Quad 4 - PhysCamera001
Common
V-Ray
GI
Settings
Render Elements
Global illumination
Enable GI
Advanced
Primary engine
Irradi...ce map
Secondary engine
Brute force
Refractive GI caustics
Reflective GI caustics
Saturation
1.0
Contrast
1.0
Contrast base
0.5
Amb. occlusion
0.3
Radius
70.0mm
Subdivs
8
Irradiance map
Current preset
Custom
Default
Min rate
-3
Max rate
-1
Subdivs
50
Interp. samples
60
Interp. frames
2
Show calc. phase
0 samples; 0 bytes (0.0 MB)
Mode
Single frame
Save
Reset
C:\Users\Administrator\Documents\1.vrmap
A new irradiance map is created for each frame.
This mode is suitable for still images and animations with moving objects.
Brute force GI
Caustics



Switch to V-Ray

Enable both frame buffer

Under Global switches
Enable Displacement

Change to Advanced

Enable Lights and Shadows

Make sure
`Off with GI`

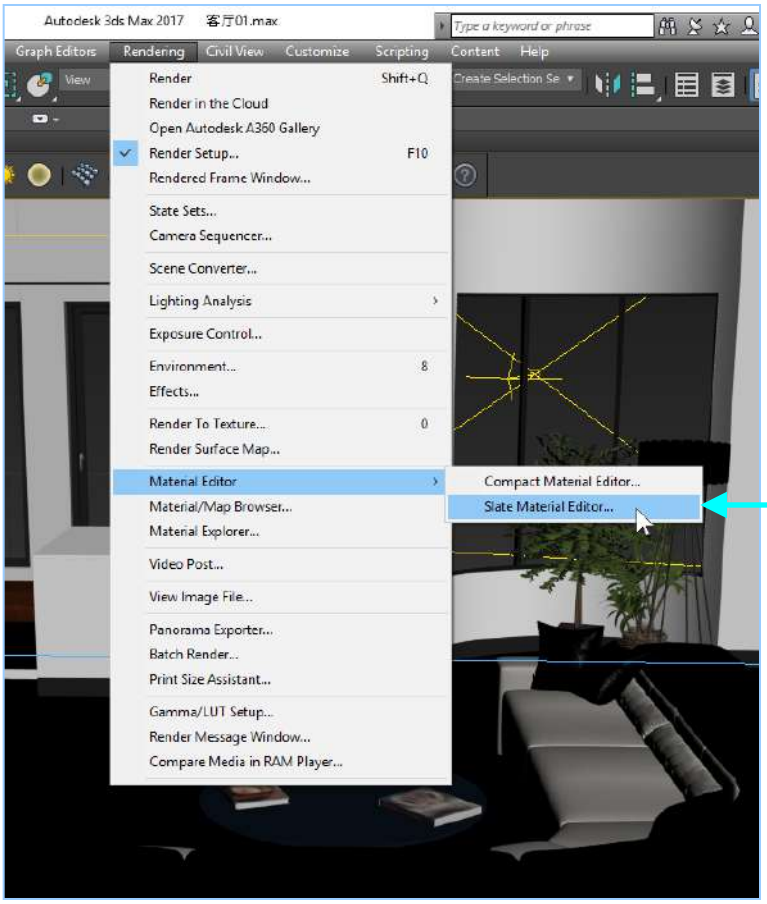
Enable Reflection/refraction

Enable both
Maps & Override mtl

Under Image sampler
Type: Bucket

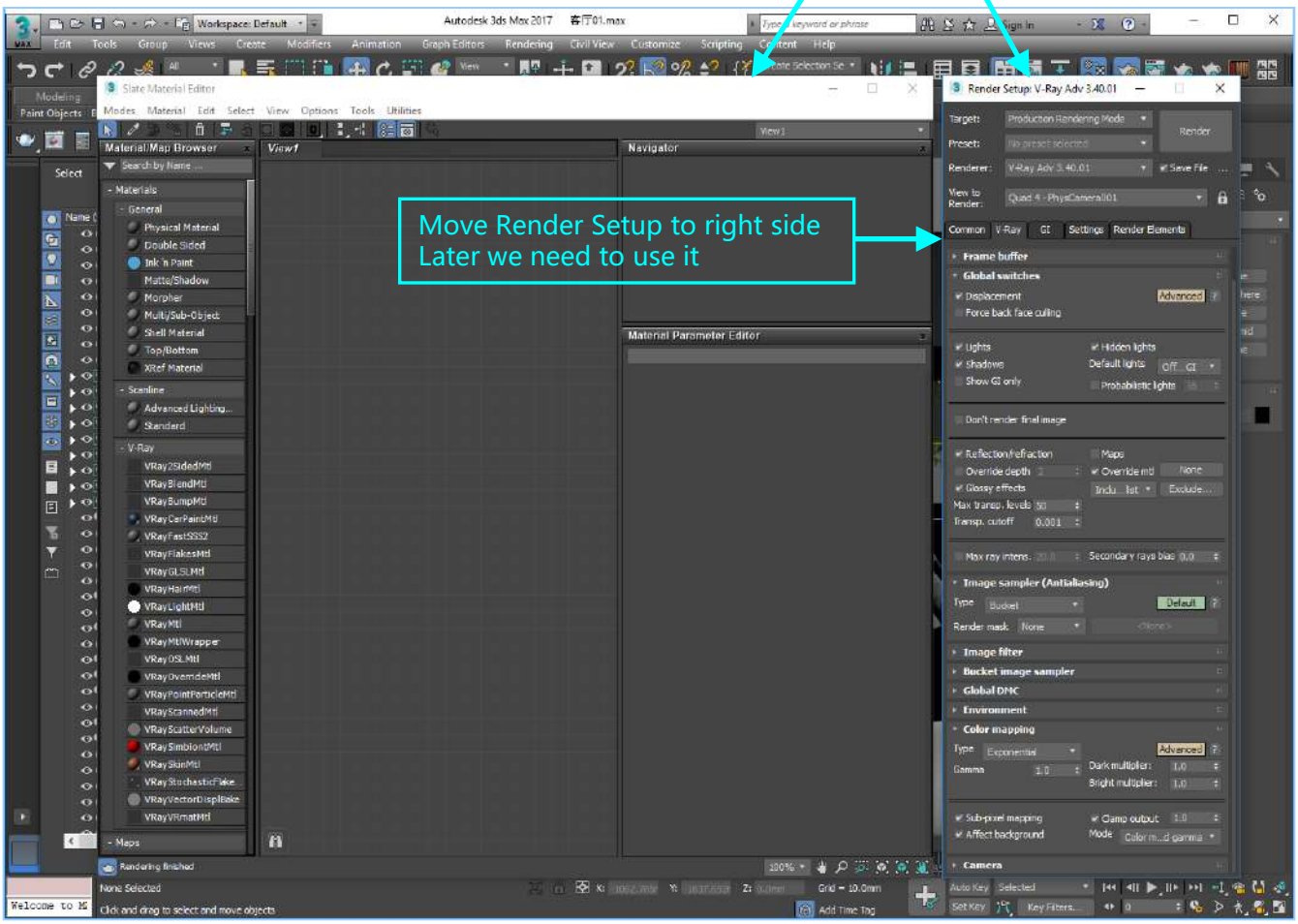
At Bucket image sample
Make sure Min subdivs: 1

Under Colour mapping
Type: Exponential
Gamma: 1.0

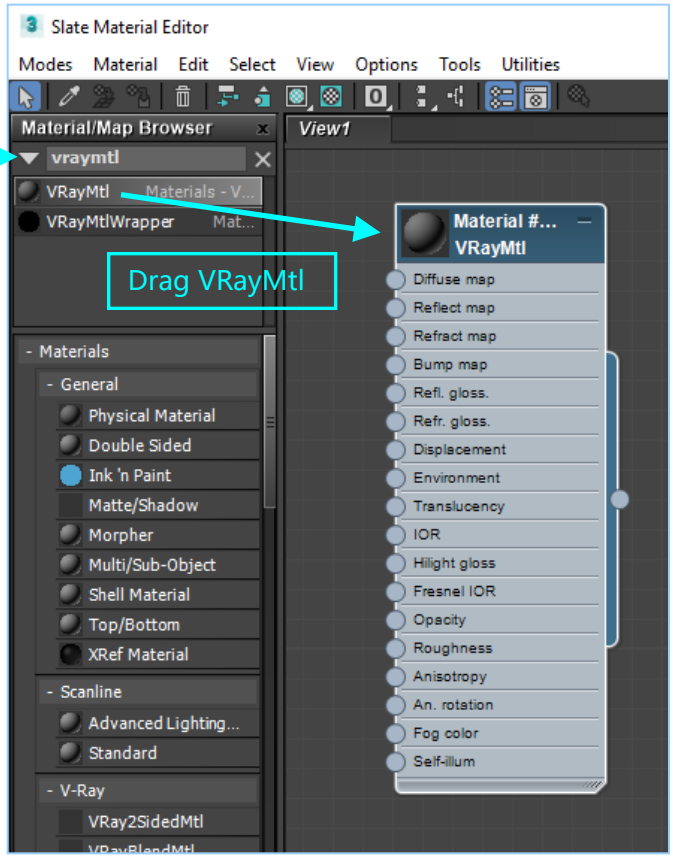


Open Slate Material Editor...

Then we move Render Setup
Beside the Slate Material Editor
Because later we need to use it

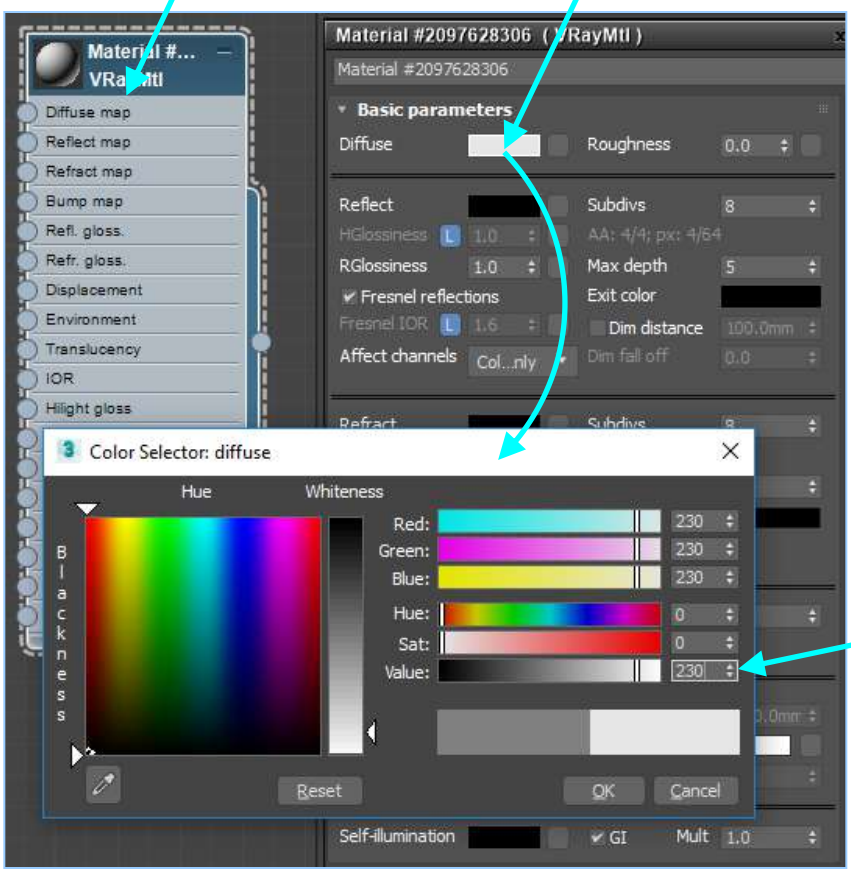


Under Material Map Browser
Search: vraymtl

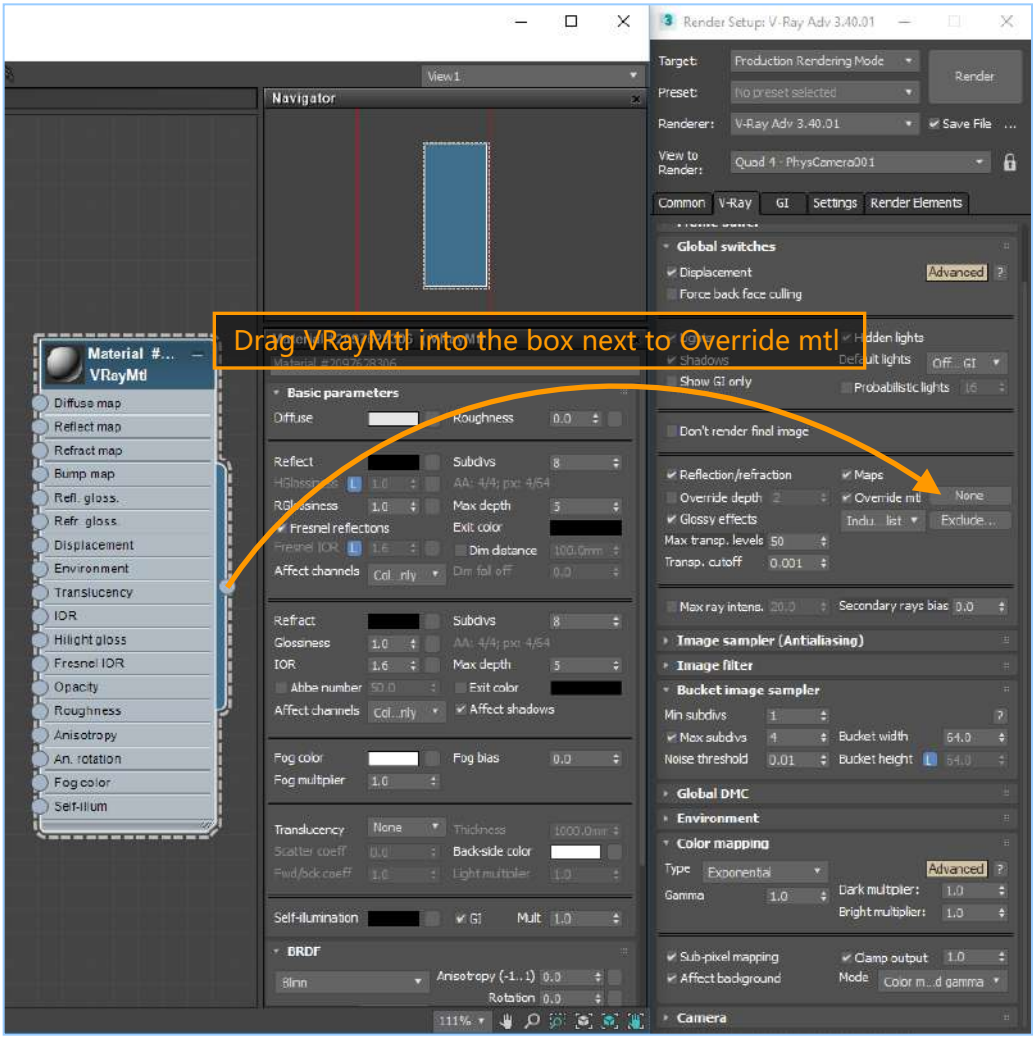


Double click "Diffuse map"

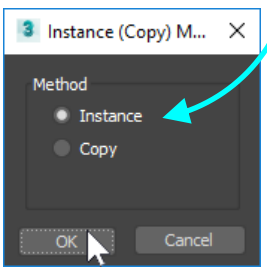
Double click "Diffuse"

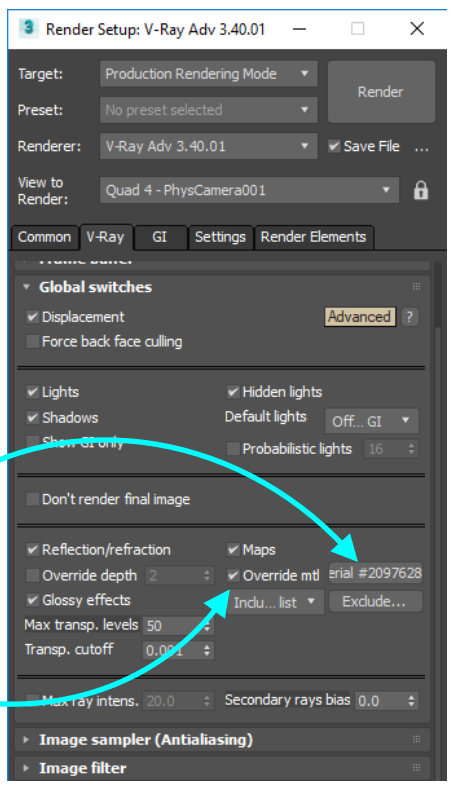


Change Value to 230



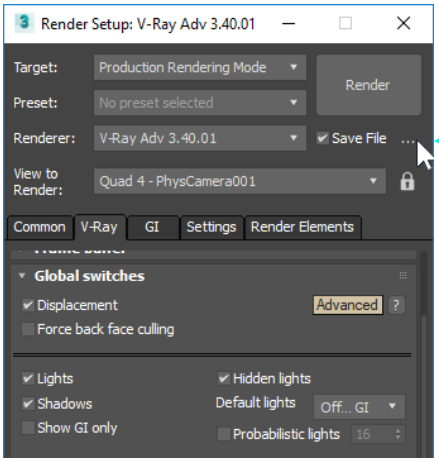
Select Instance, click OK



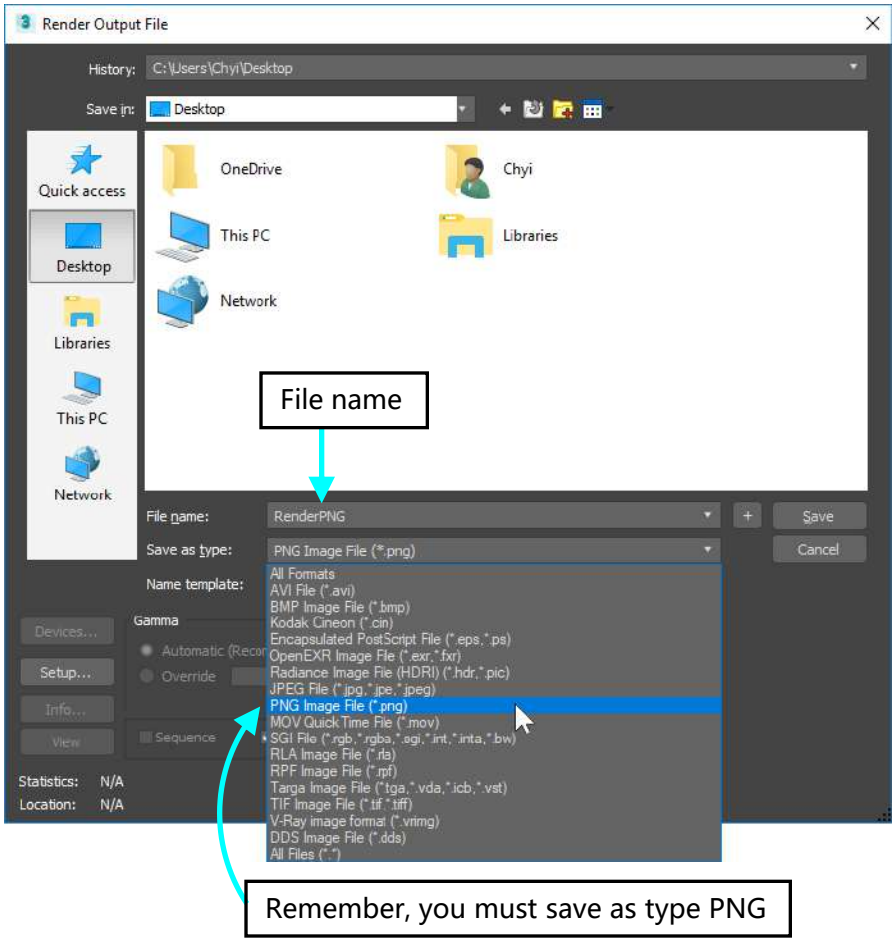


After that, you will see Material #2097628 beside Override mtl

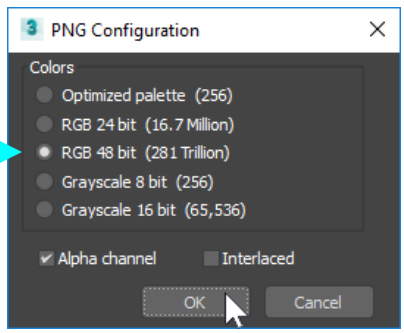
Also make sure enable Override mtl, If not, you unable render white box



Next we will going render white box (or grey render)
Press "..." after Save File

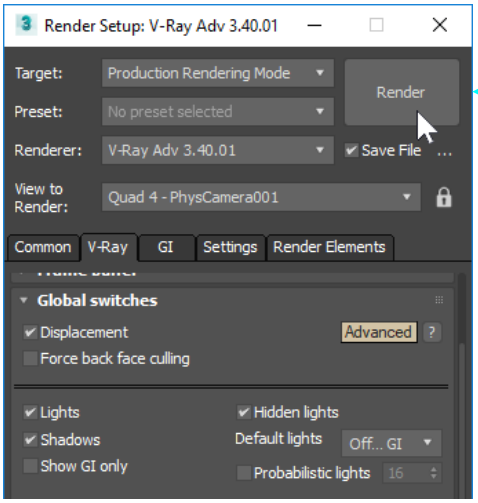


Remember, you must save as type PNG



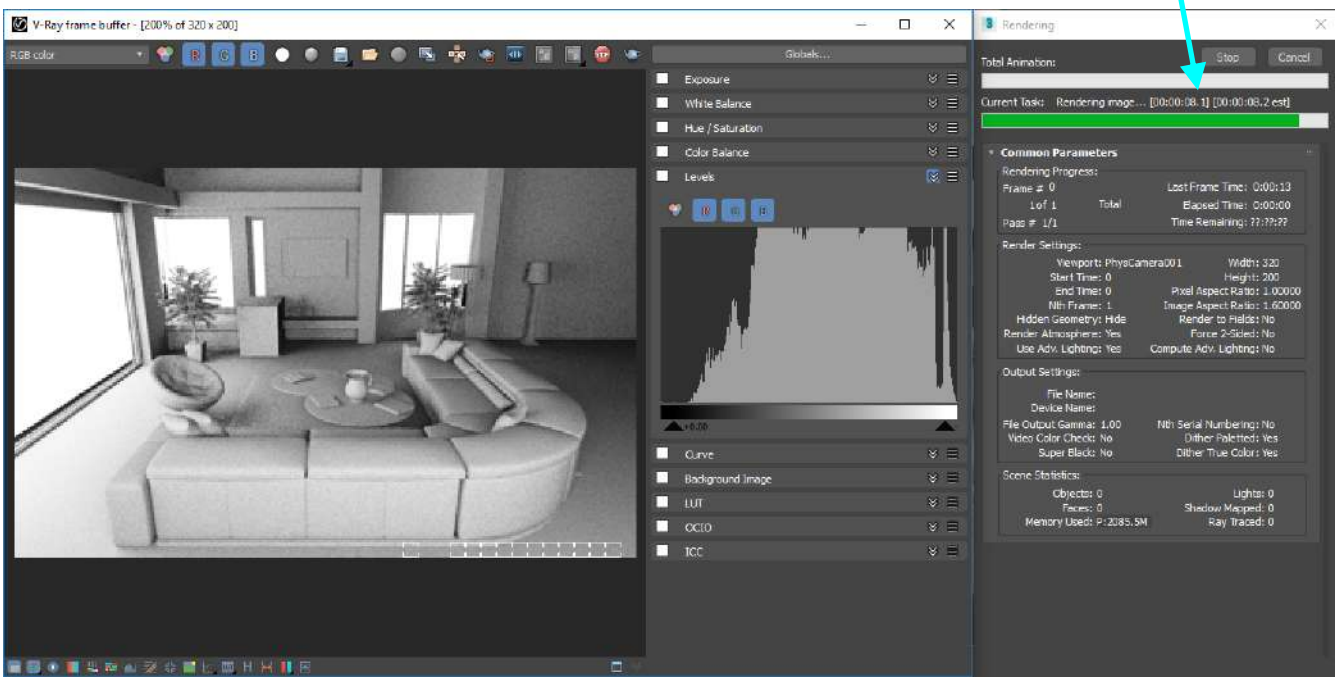
Choose RGB 48 bit

Click OK

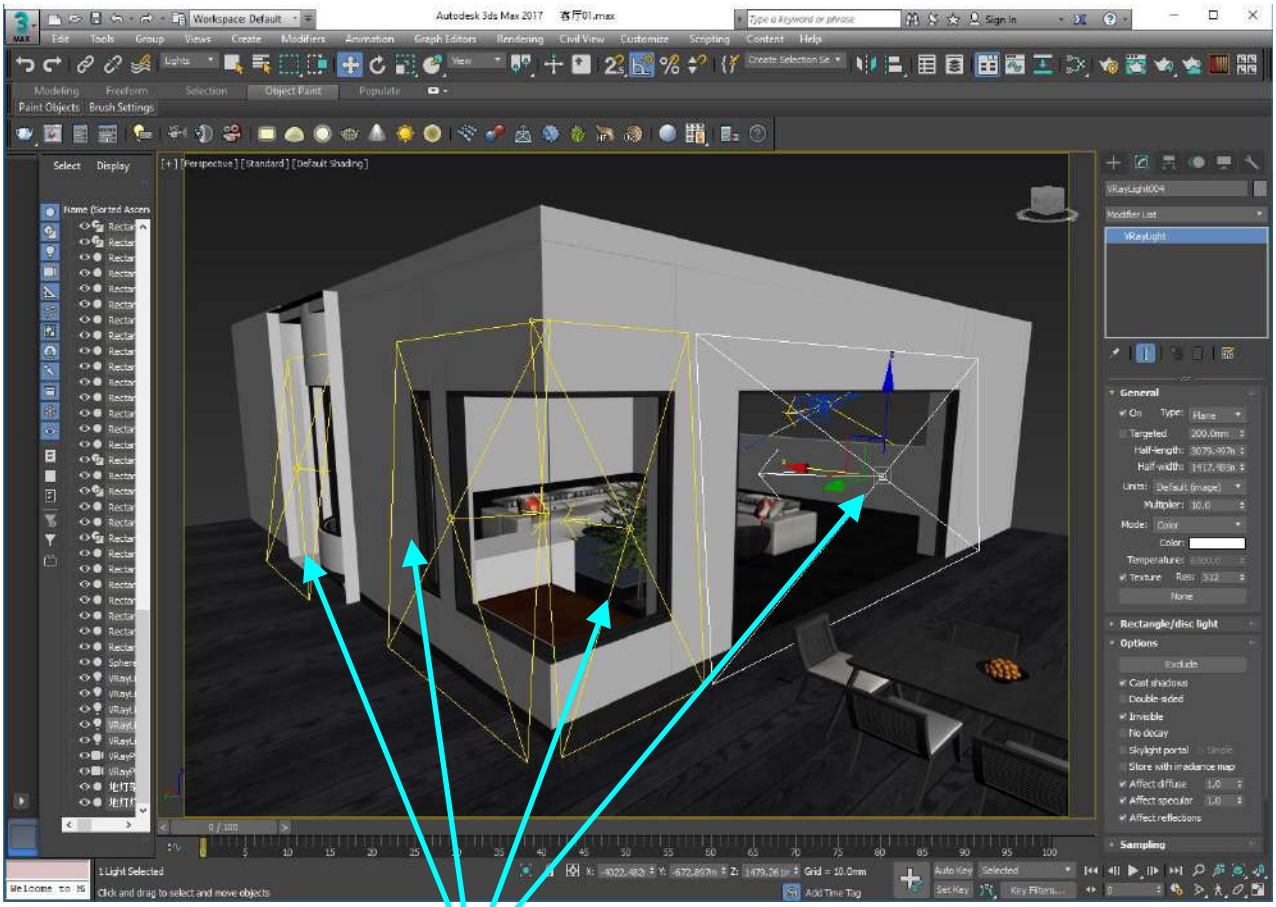


Press "Render" button to begin

Due to resolution 320x200, it just take around 8 seconds to rendering

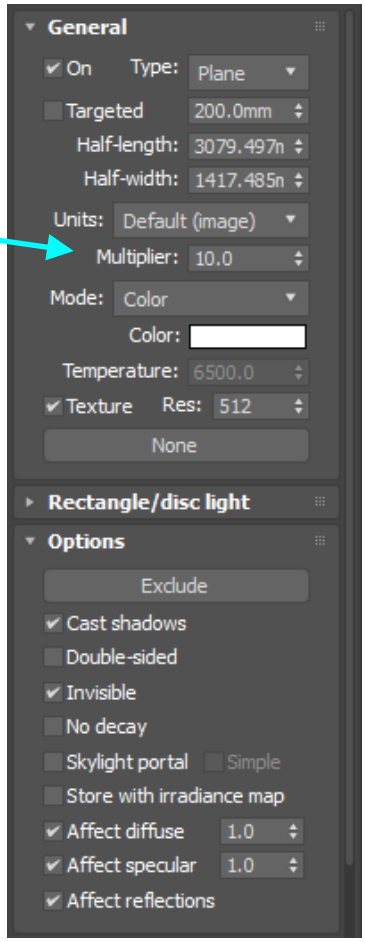


Finish render (320x200)

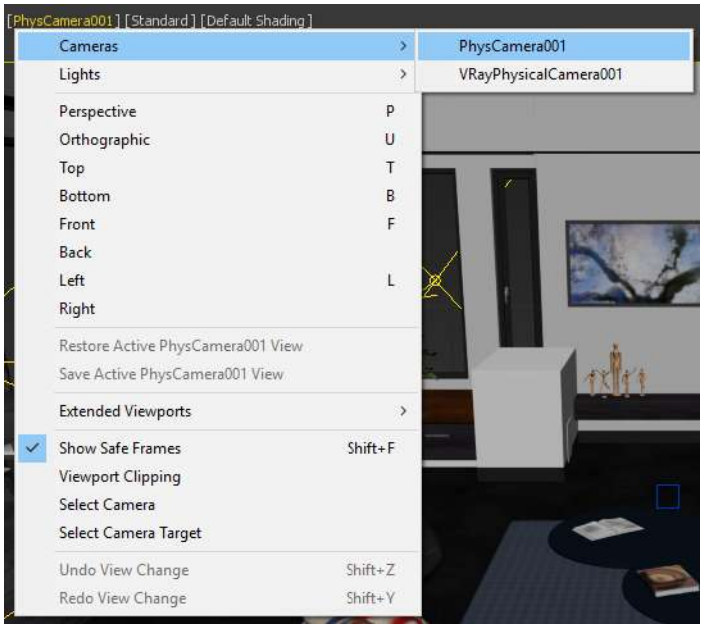


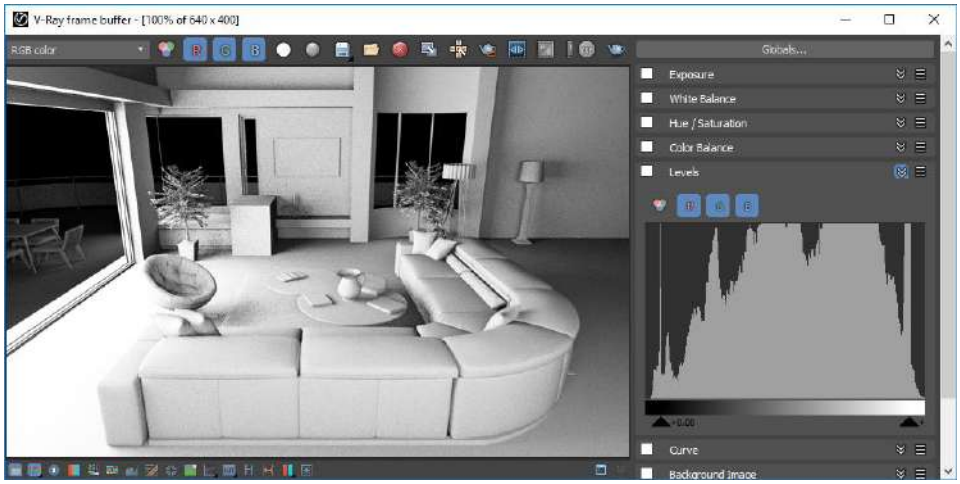
Next, we need adjust each VRayLight brightness

At here, you can adjust Multiplier

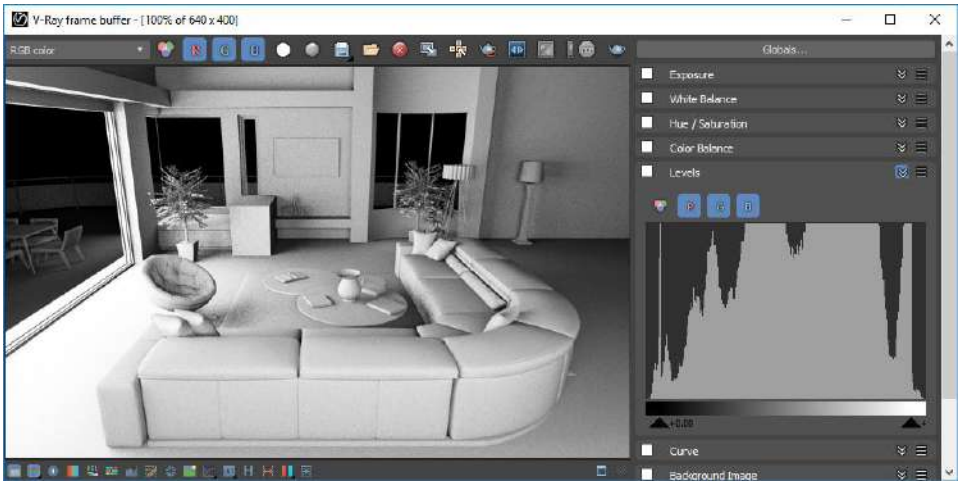


After adjust, switch to camera and rendering

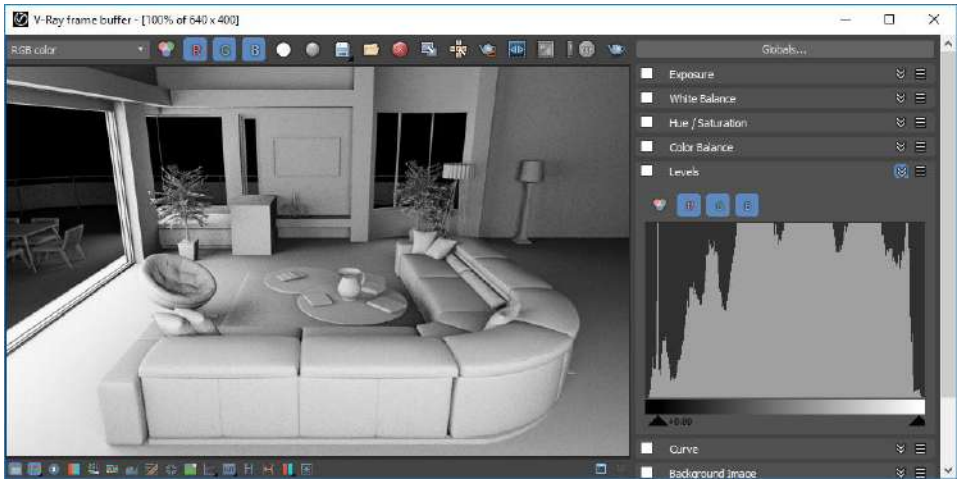




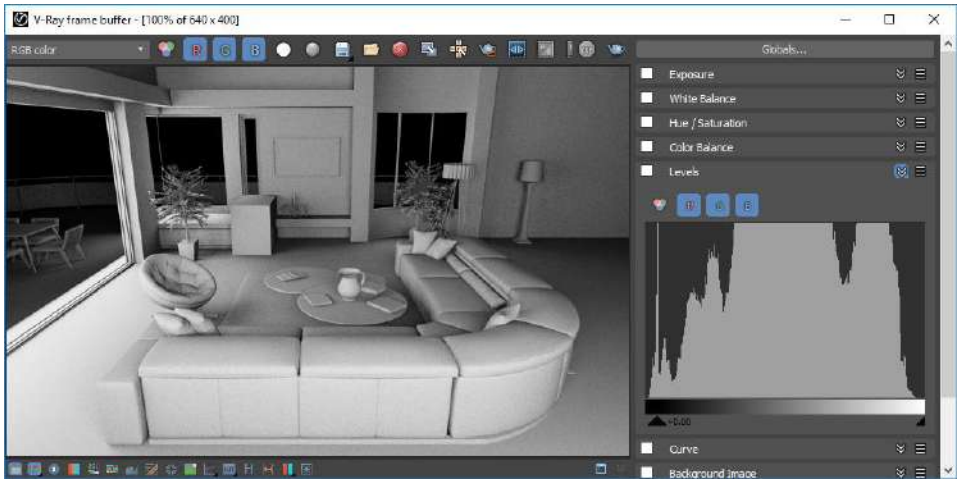
Multiplier 30
Too bright
The result isn't good



Multiplier 20
Still too bright
The result isn't good



Multiplier 10
A little bit darker
But the entrance
still very bright

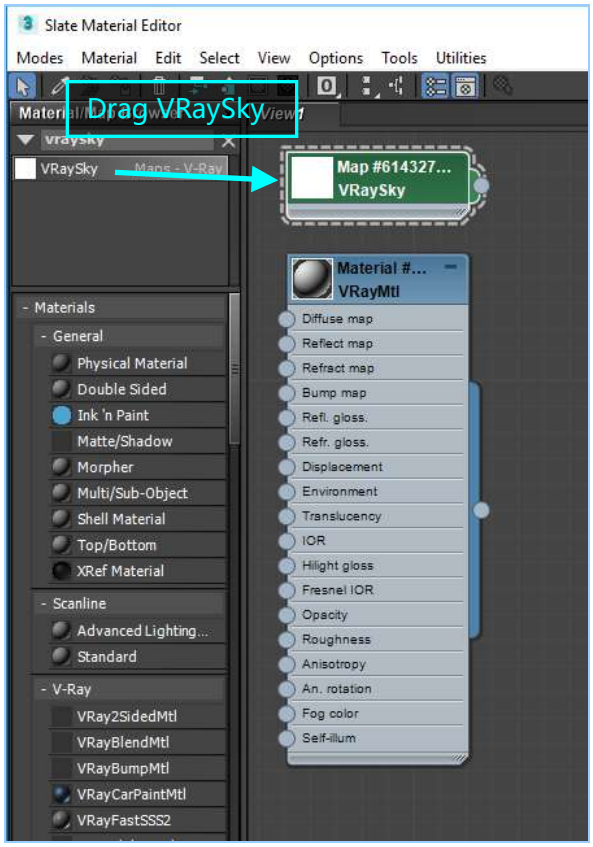


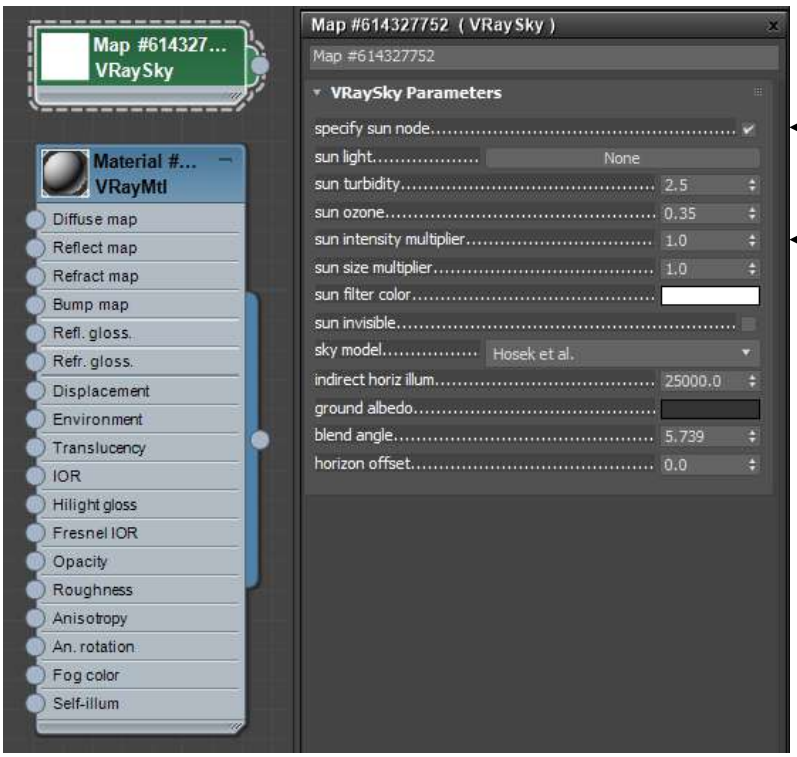
Multiplier 7
The result is good

Espcially the entrance
doesn't too bright

After adjust multiplier，now we create VRaySky

Open Slate Material Editor
Under Material/Map Browser
Search: vraysky



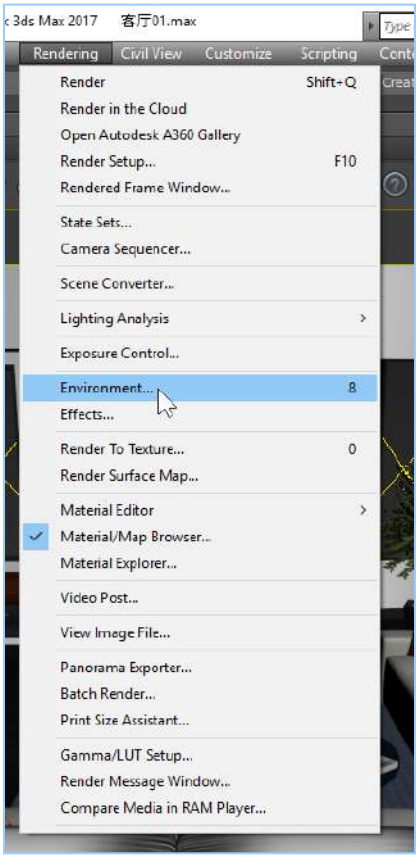


Enable specify sun node

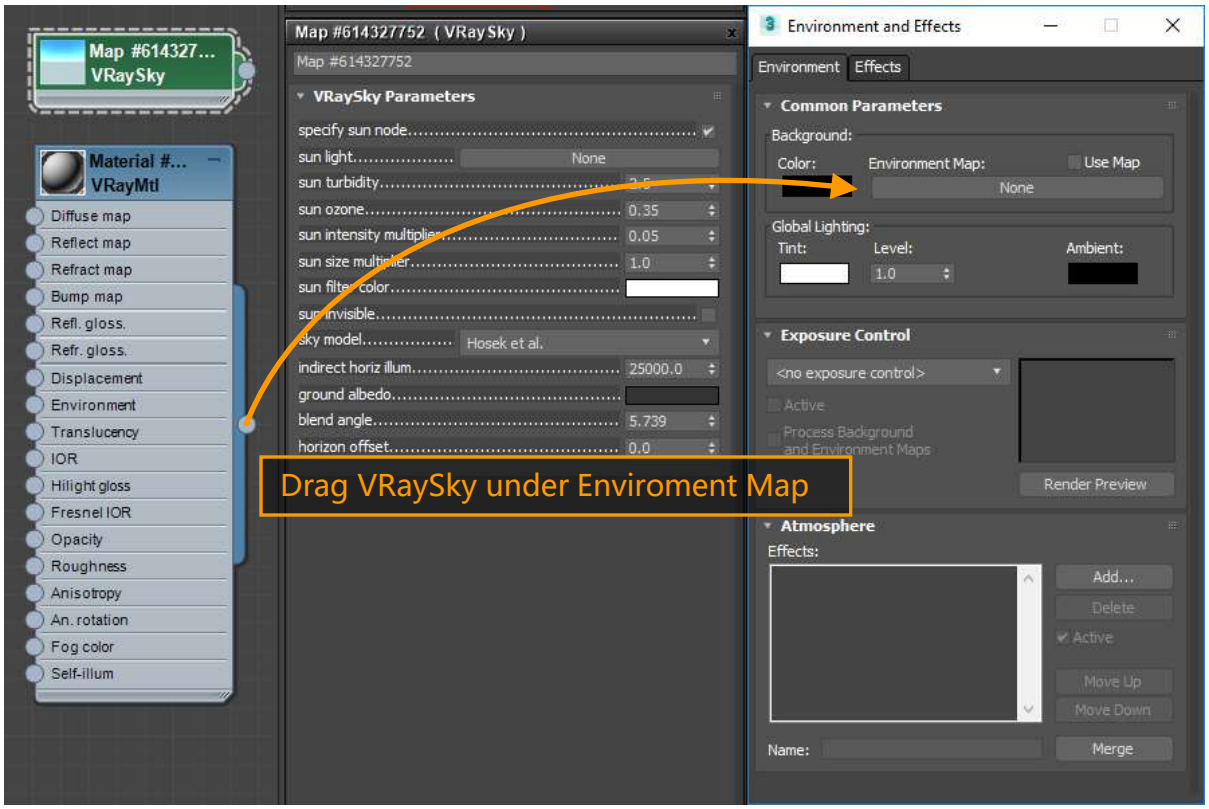
Adjust sun intensity multiplier

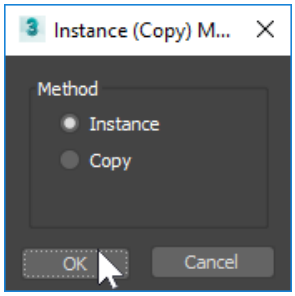
Each architechtural model have different structure, so you need figure out your own sun intensity multiplier

For example: 0.05

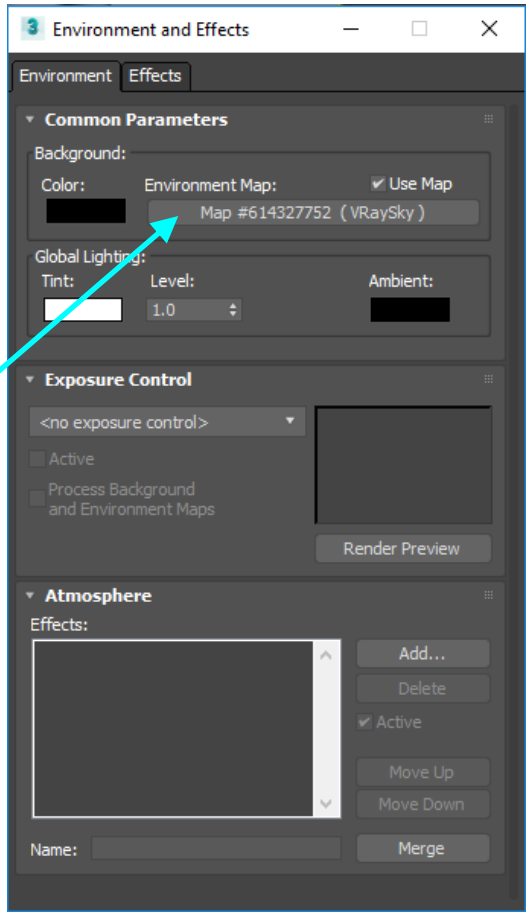


Open Enviroment



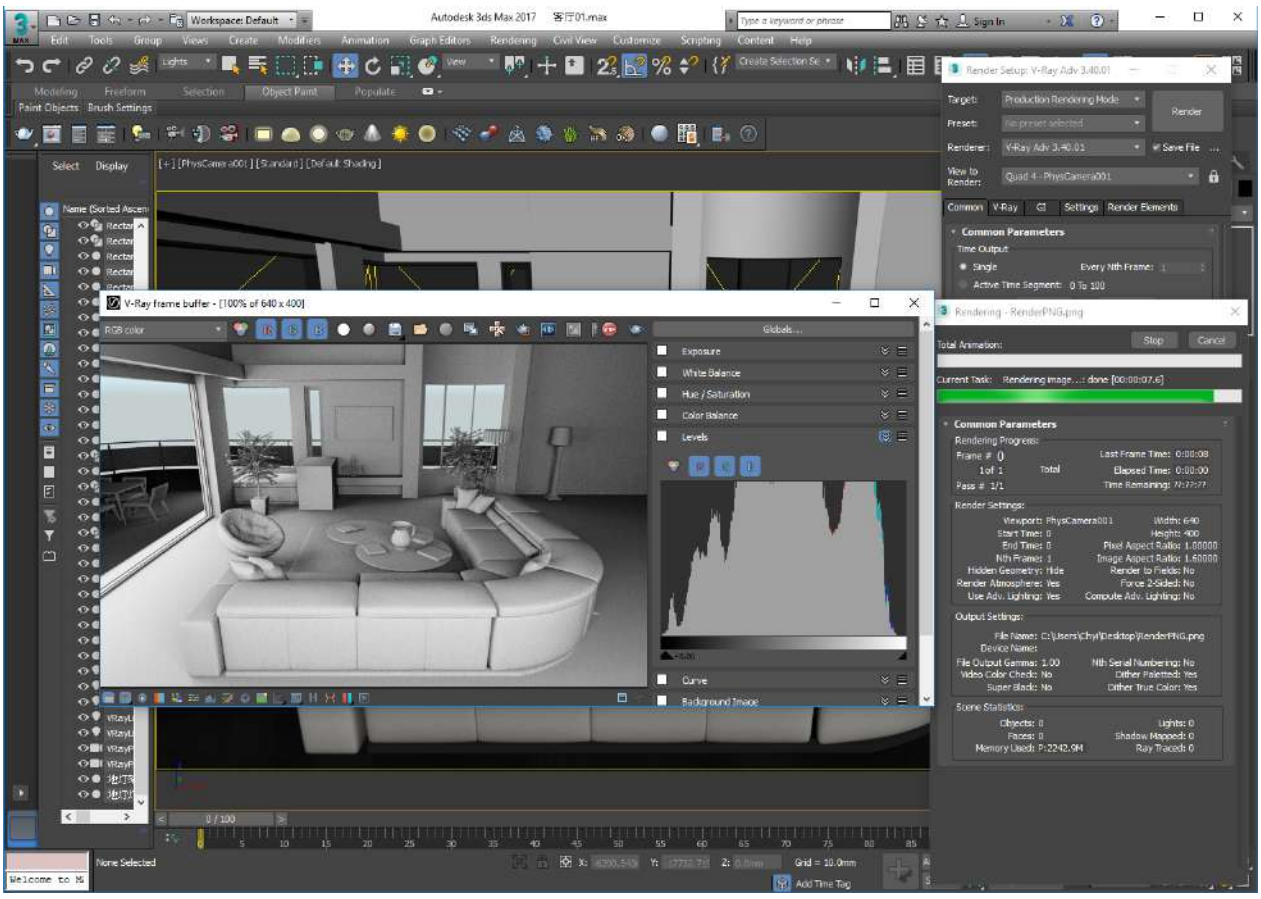


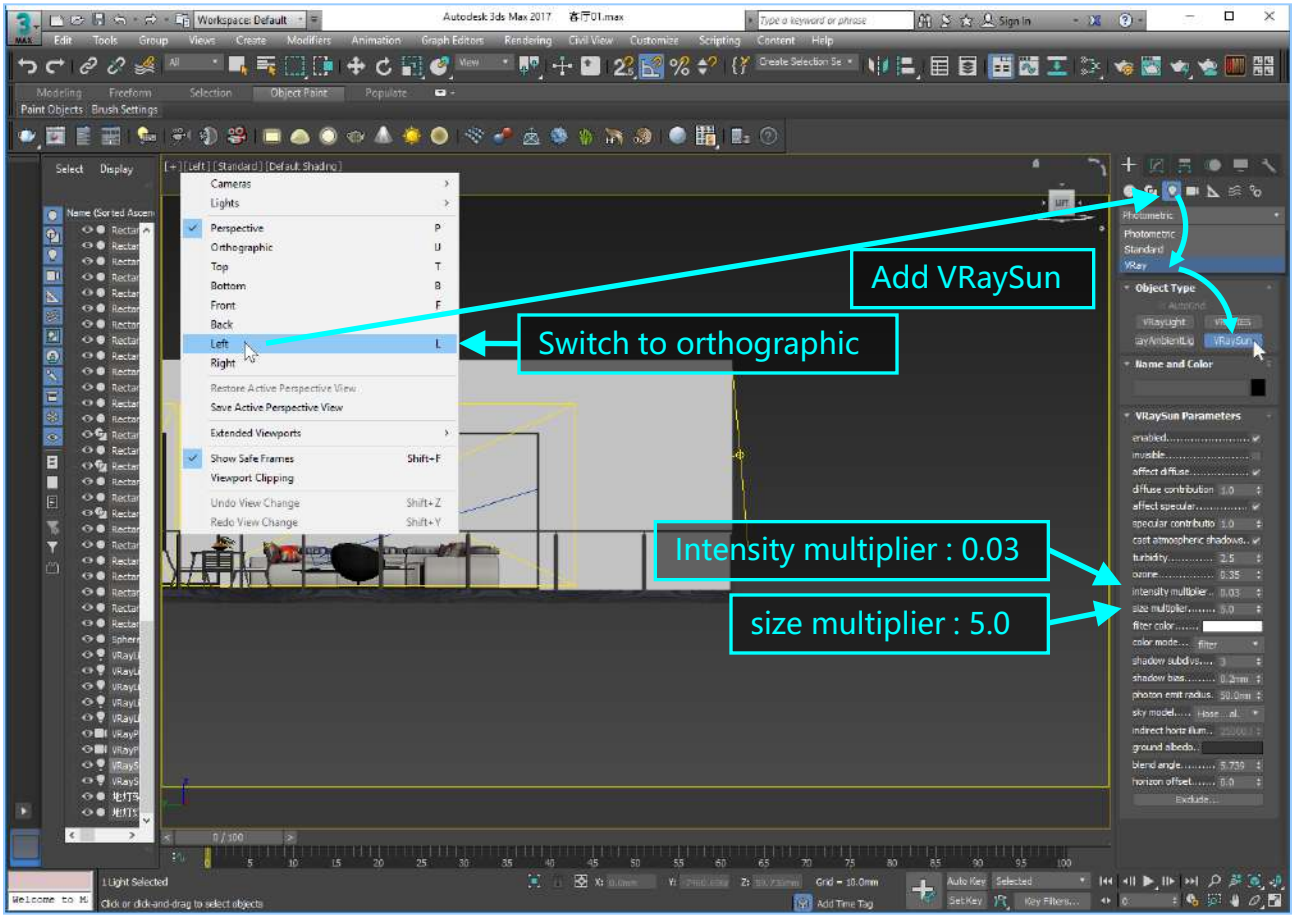
Select Instance

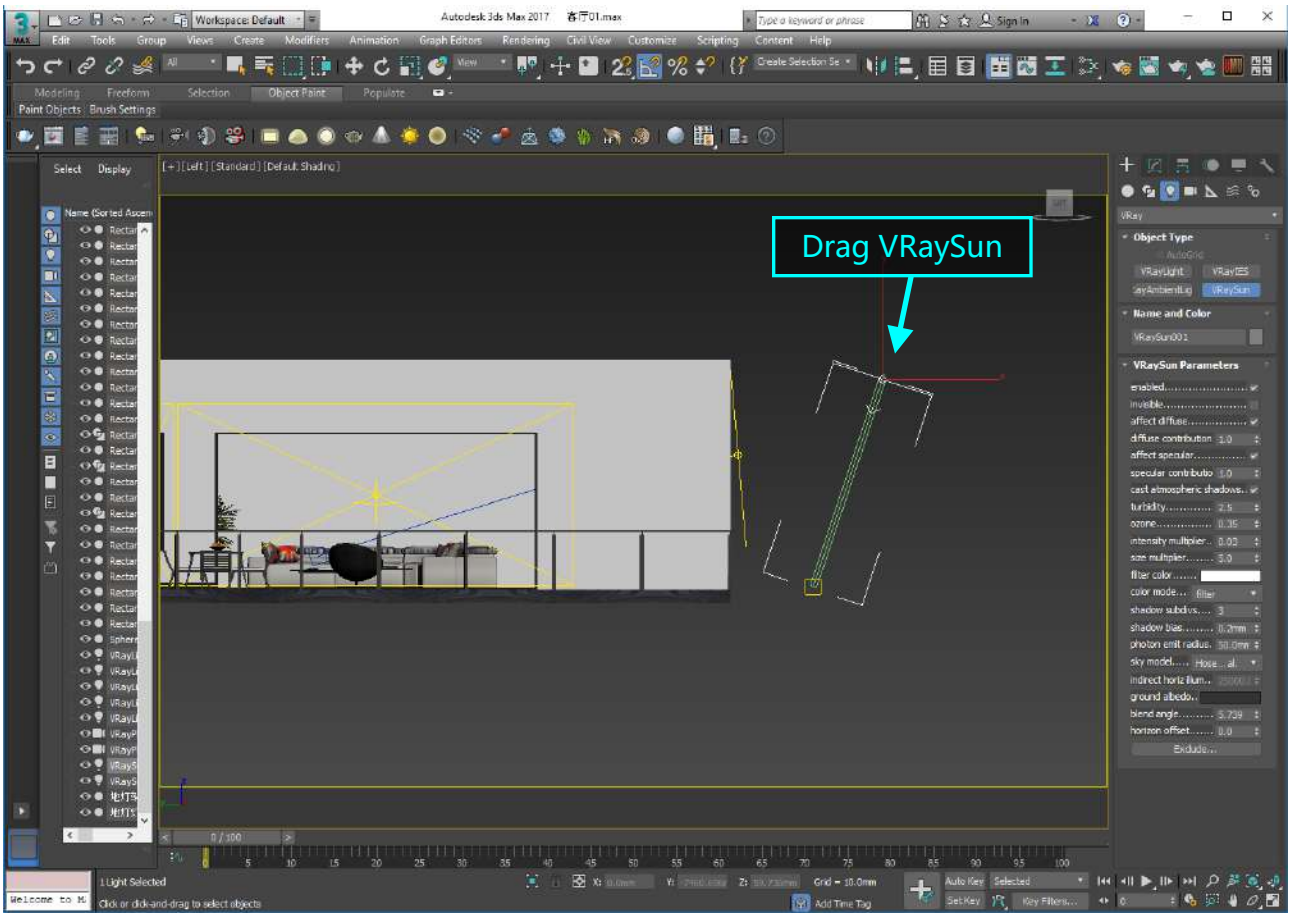


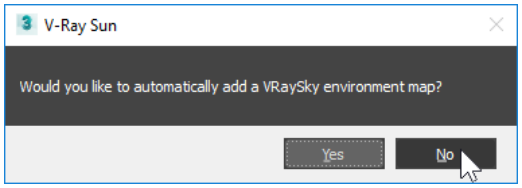
After that, you will see
Map #614327752 (numbers)

After VRaySky and Enviroment
We can try rendering, see if too bright or too dark

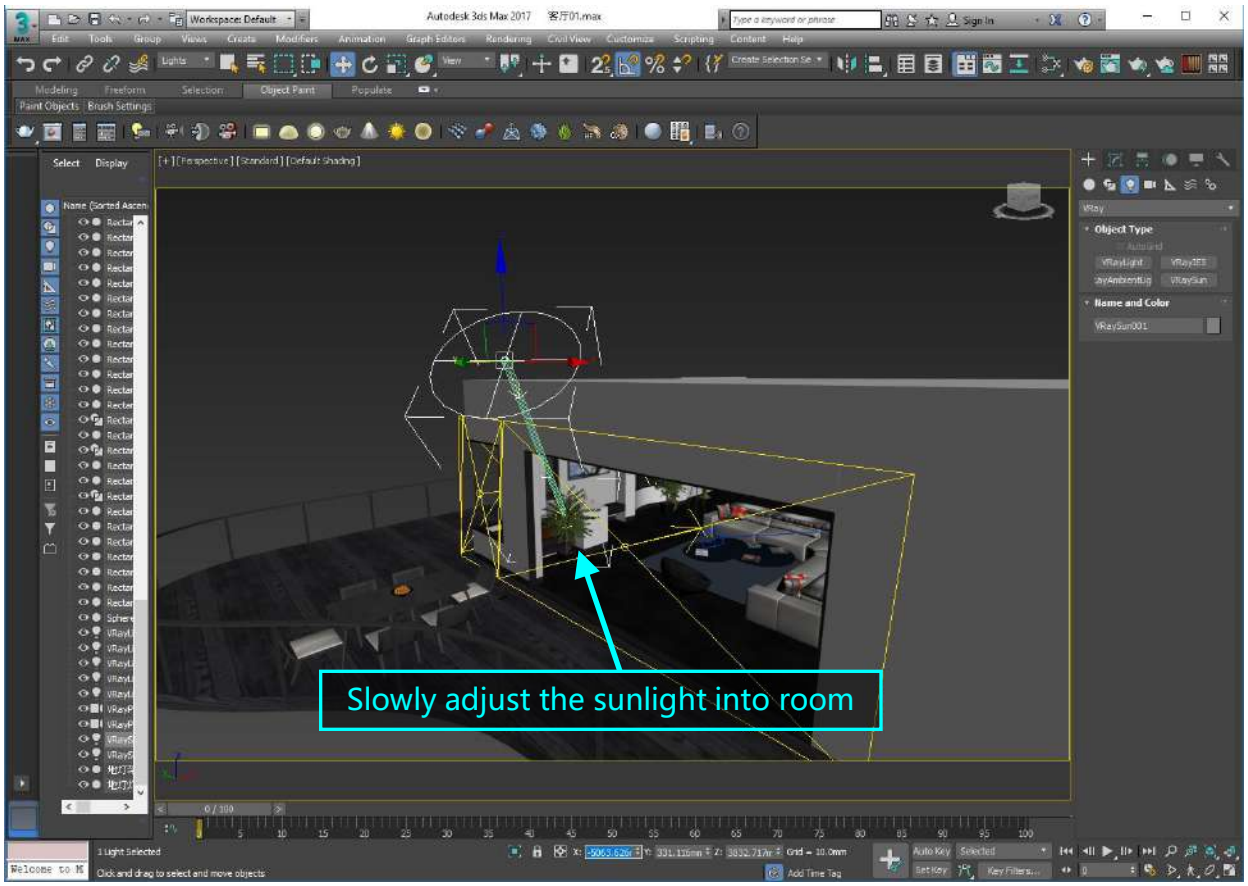


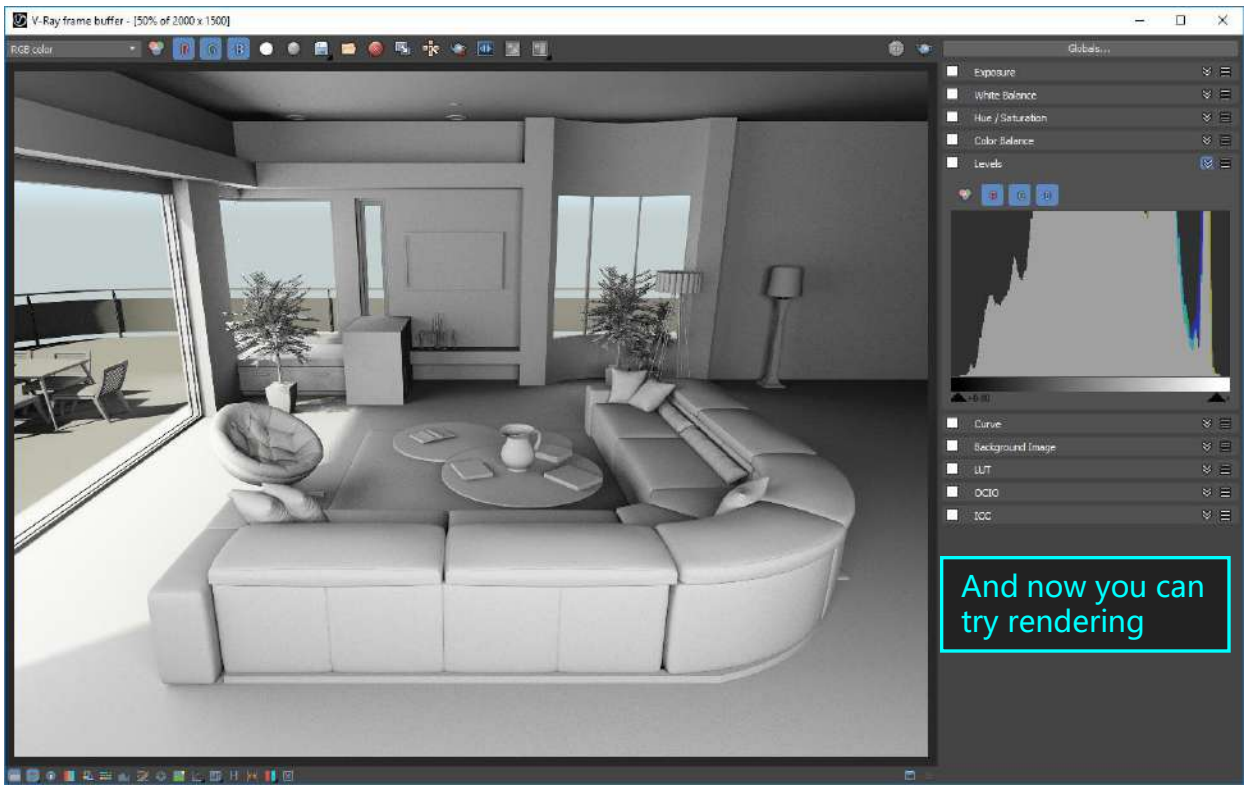

Add VRaySun
Switch to orthographic
Intensity multiplier : 0.03
size multiplier : 5.0

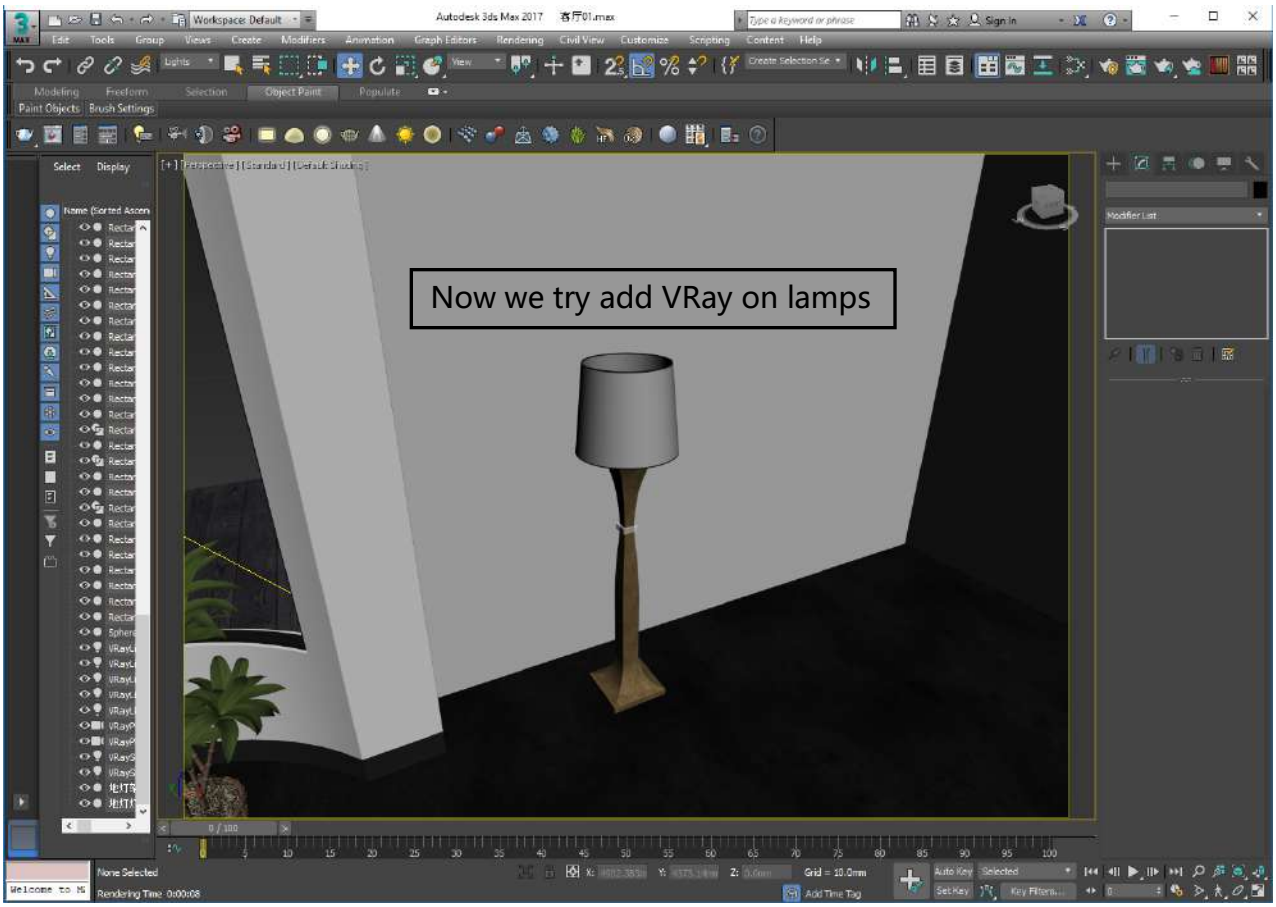

Drag VRaySun

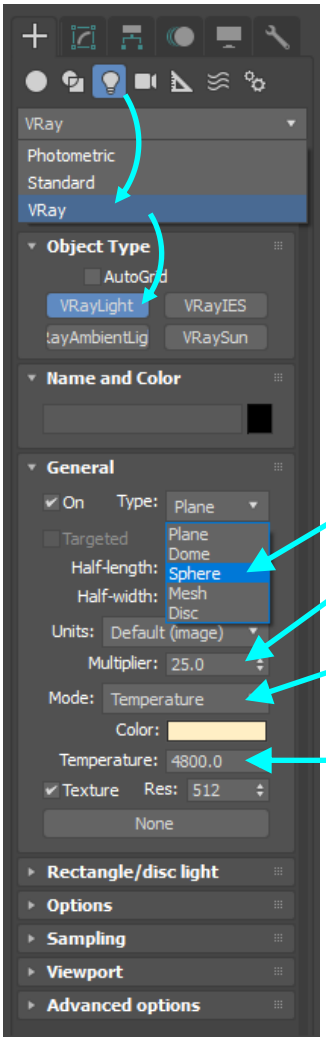

V-Ray Sun
Would you like to automatically add a VRaySky environment map?
Yes
No

Press No


Slowly adjust the sunlight into room


V-Ray frame buffer - [50% of 2000 x 1500]
Exposure
White Balance
Hue / Saturation
Color Balance
Levels
Curve
Background Image
LUT
OCIO
ICC
And now you can try rendering





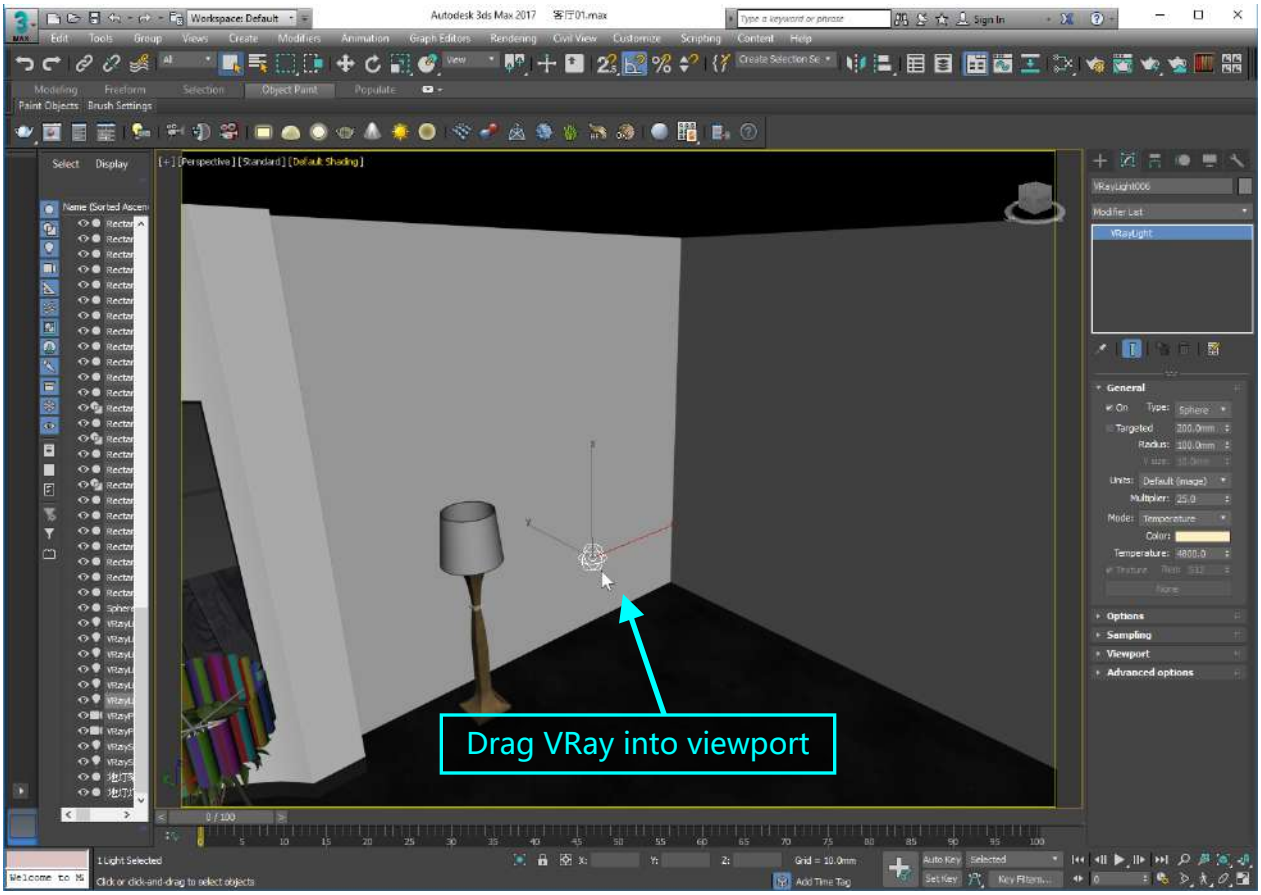
Add VRayLight

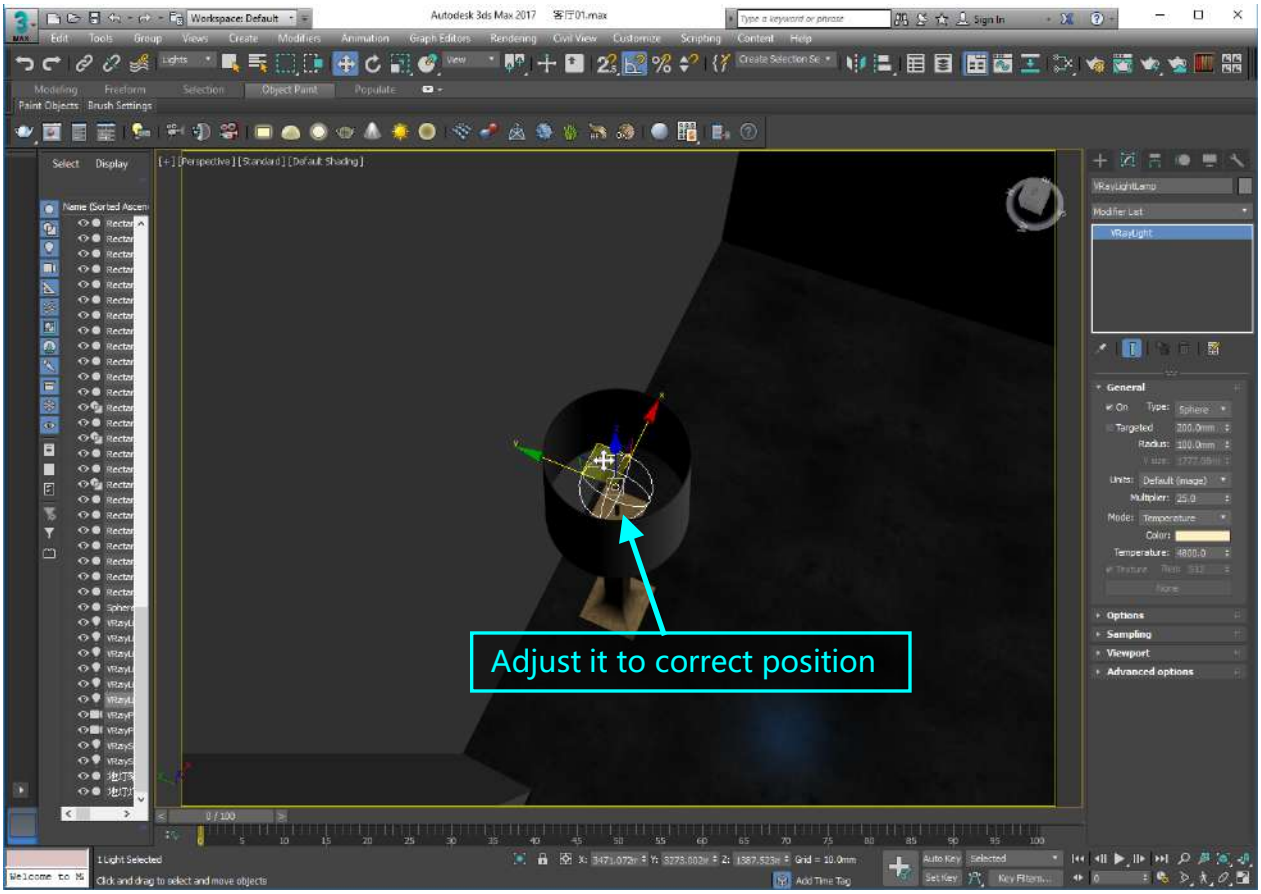
Change Plane → Sphere

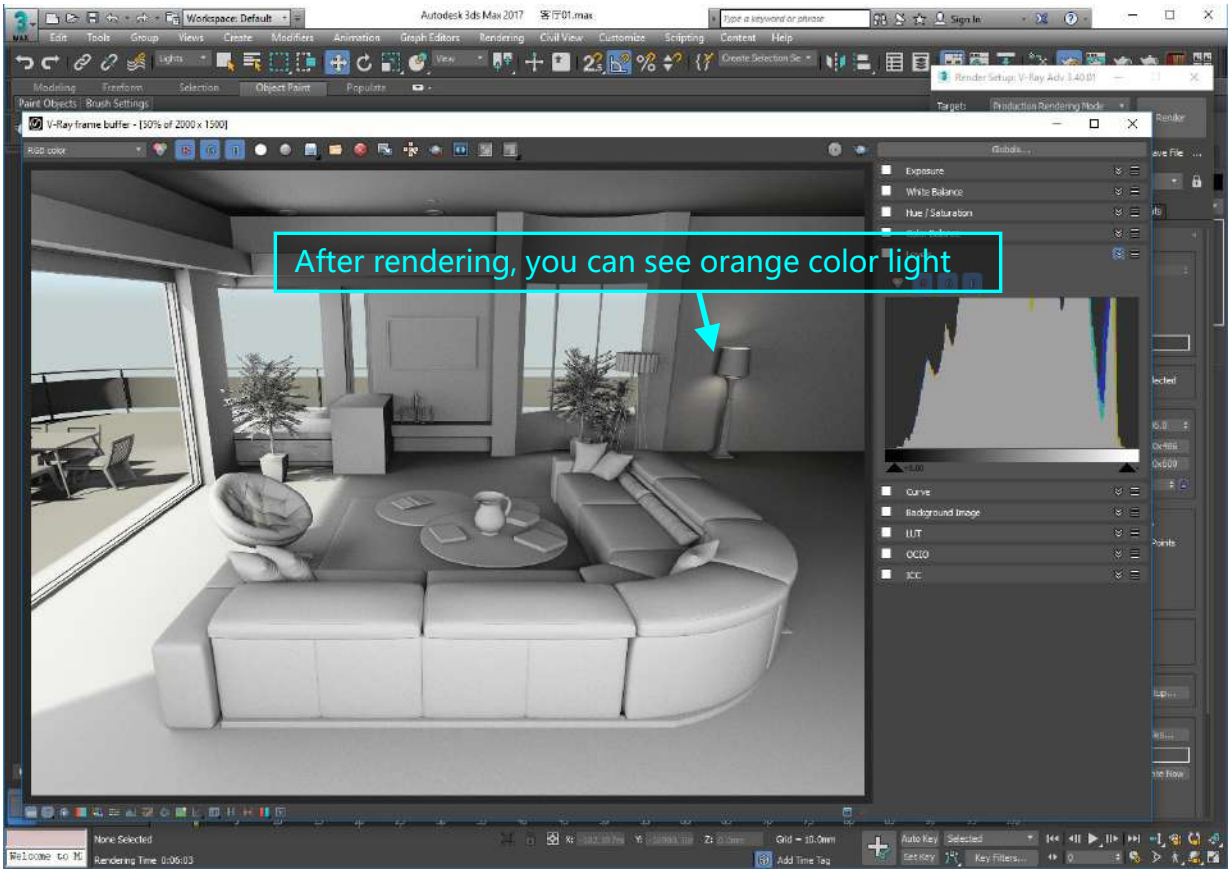
Adjust multiplier for brightness

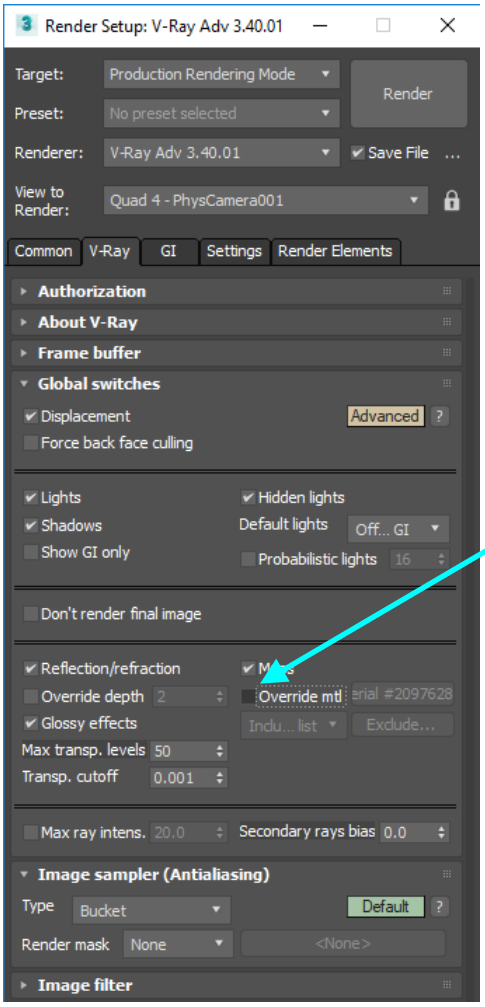
Change Temperature

When you change Temperature to 4800
The color will automatic change to orange color

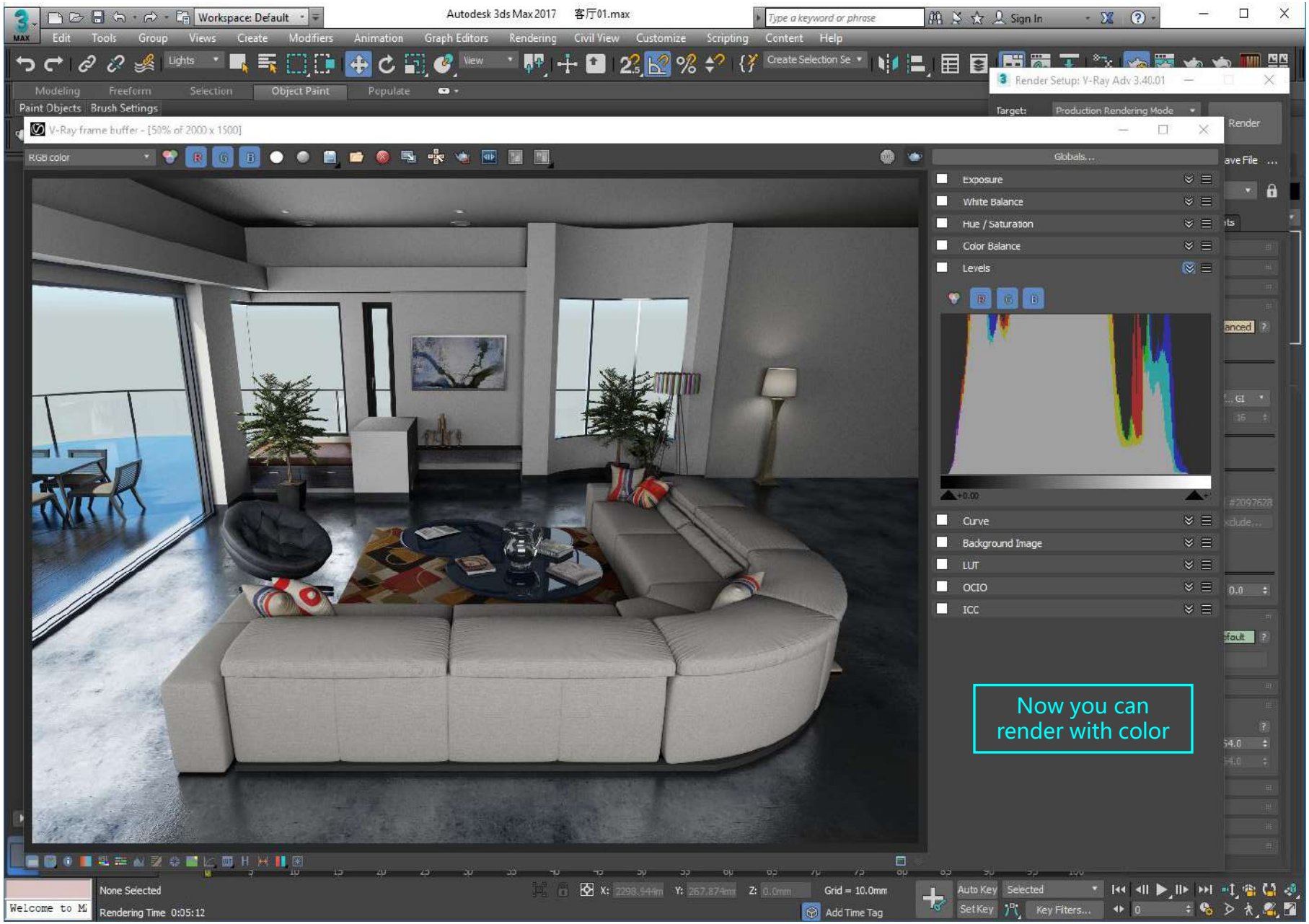

Drag VRay into viewport


Adjust it to correct position

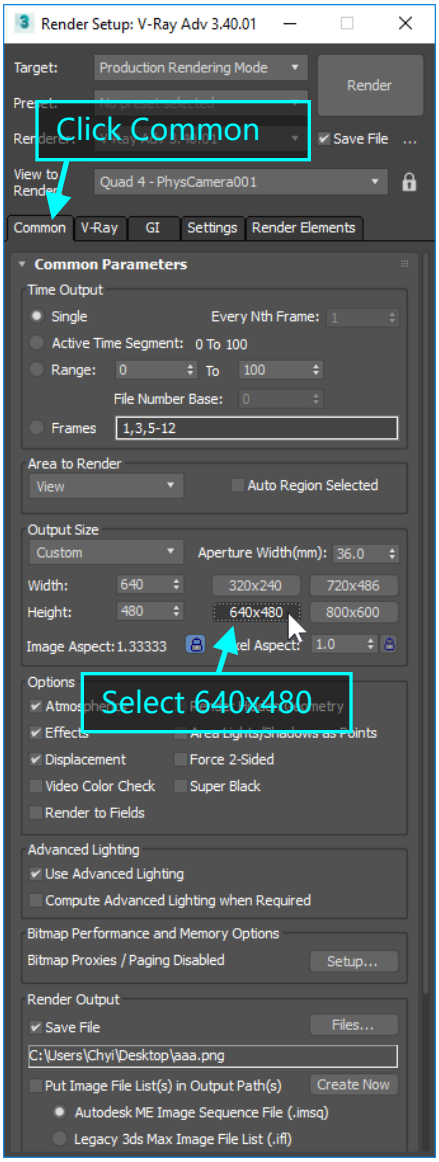




Disable Override mtl
We need render with color


Autodesk 3ds Max 2017
客厅01.max
Workspace: Default
Render Setup: V-Ray Adv 3.40.01
V-Ray frame buffer - [50% of 2000 x 1500]
RGB color
Globals...
Exposure
White Balance
Hue / Saturation
Color Balance
Levels
Curve
Background Image
LUT
OCIO
ICC
Now you can render with color
None Selected
Rendering Time 0:05:12
Add Time Tag

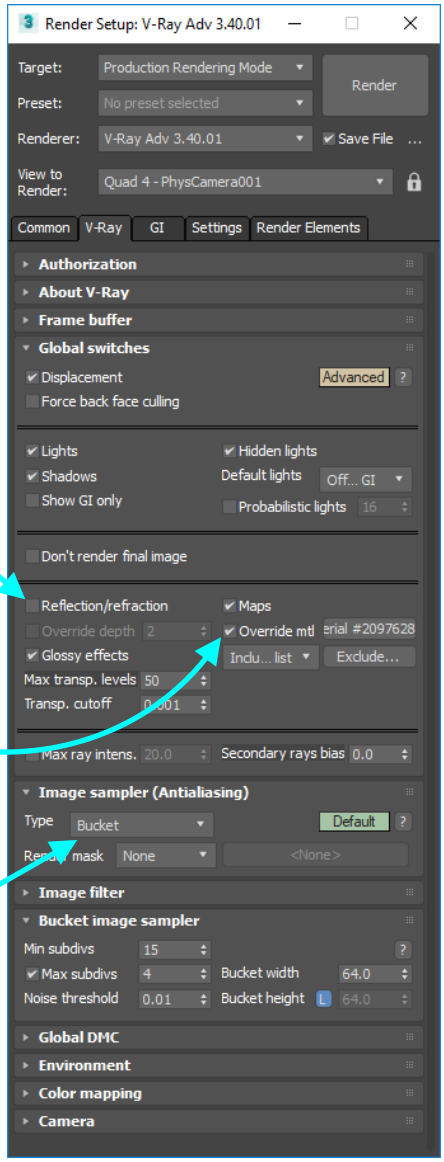
Next we going render white box (or grey render) and save it as irradiance map



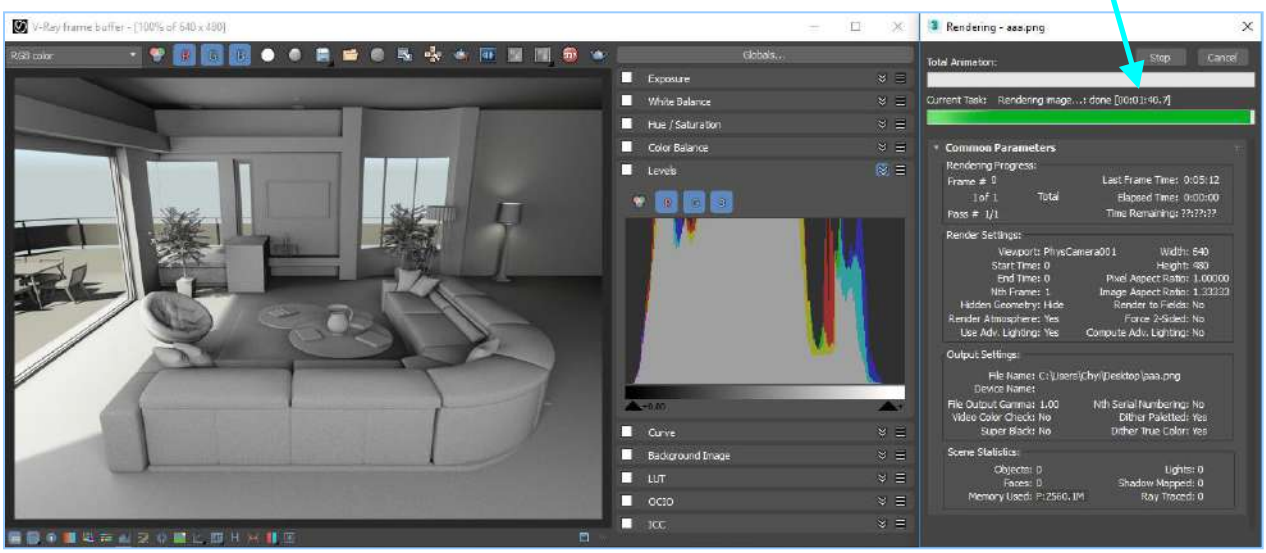
Disable Reflection/refraction

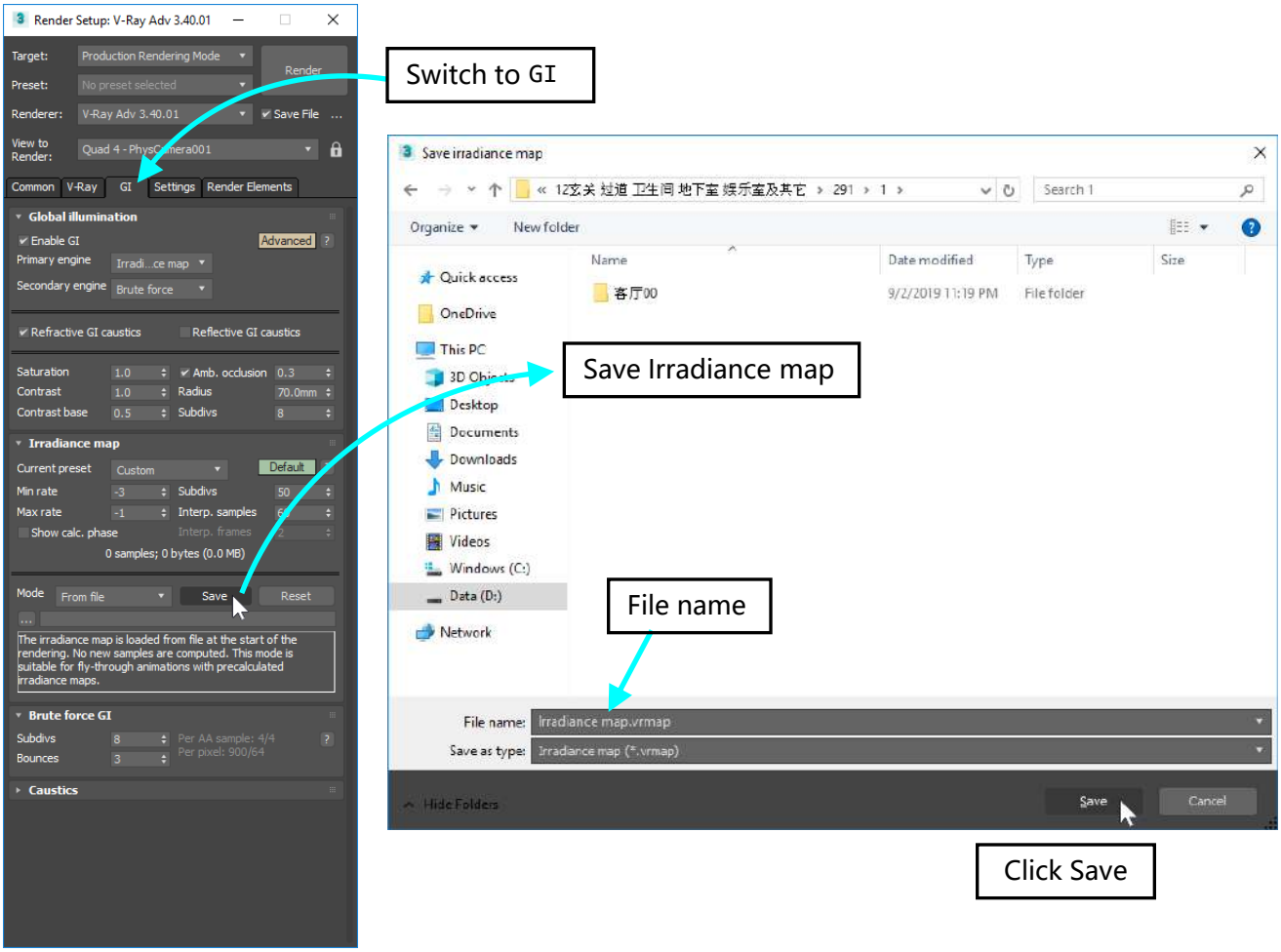
Enable Override mtl

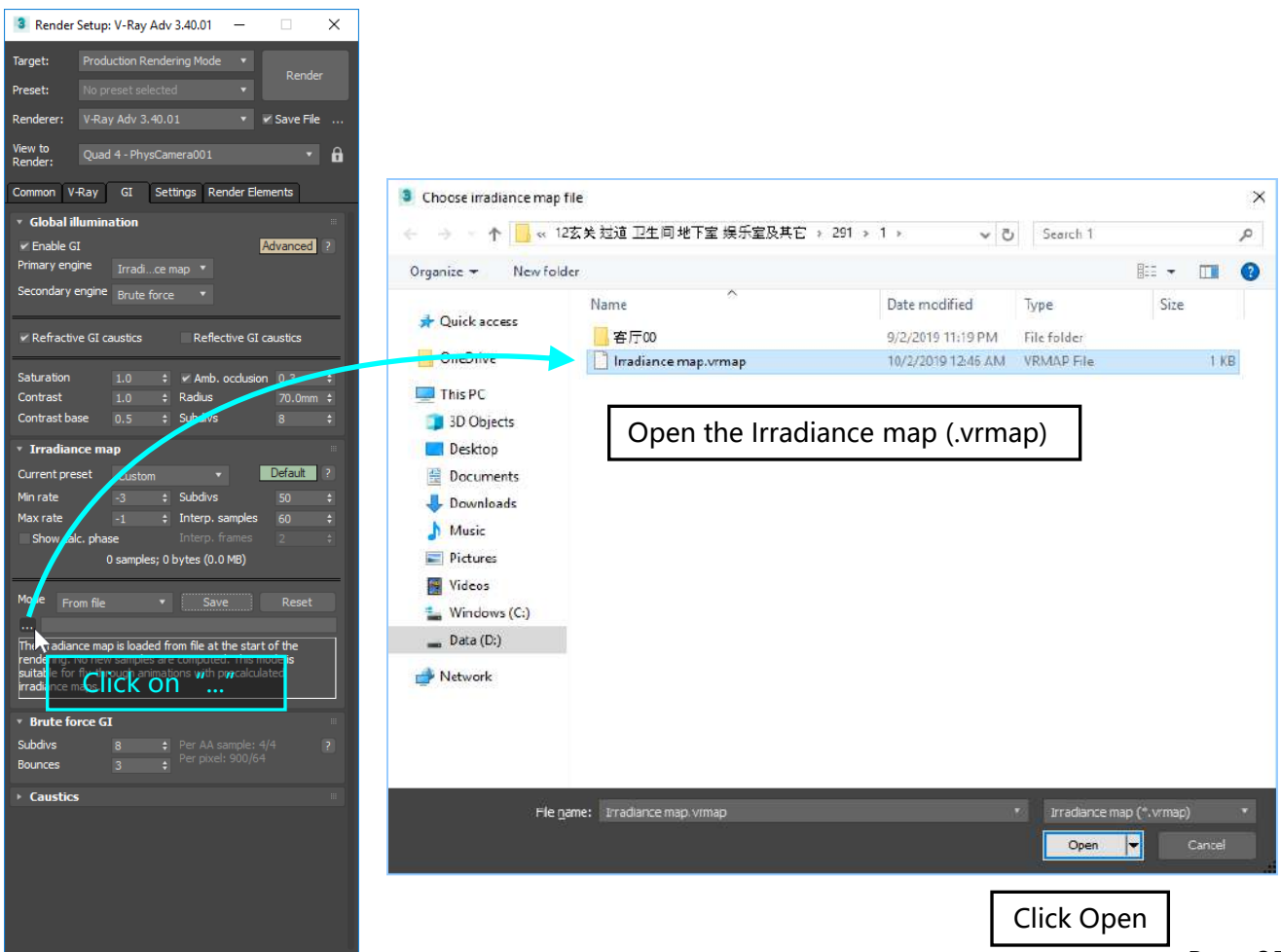
Type: Bucket

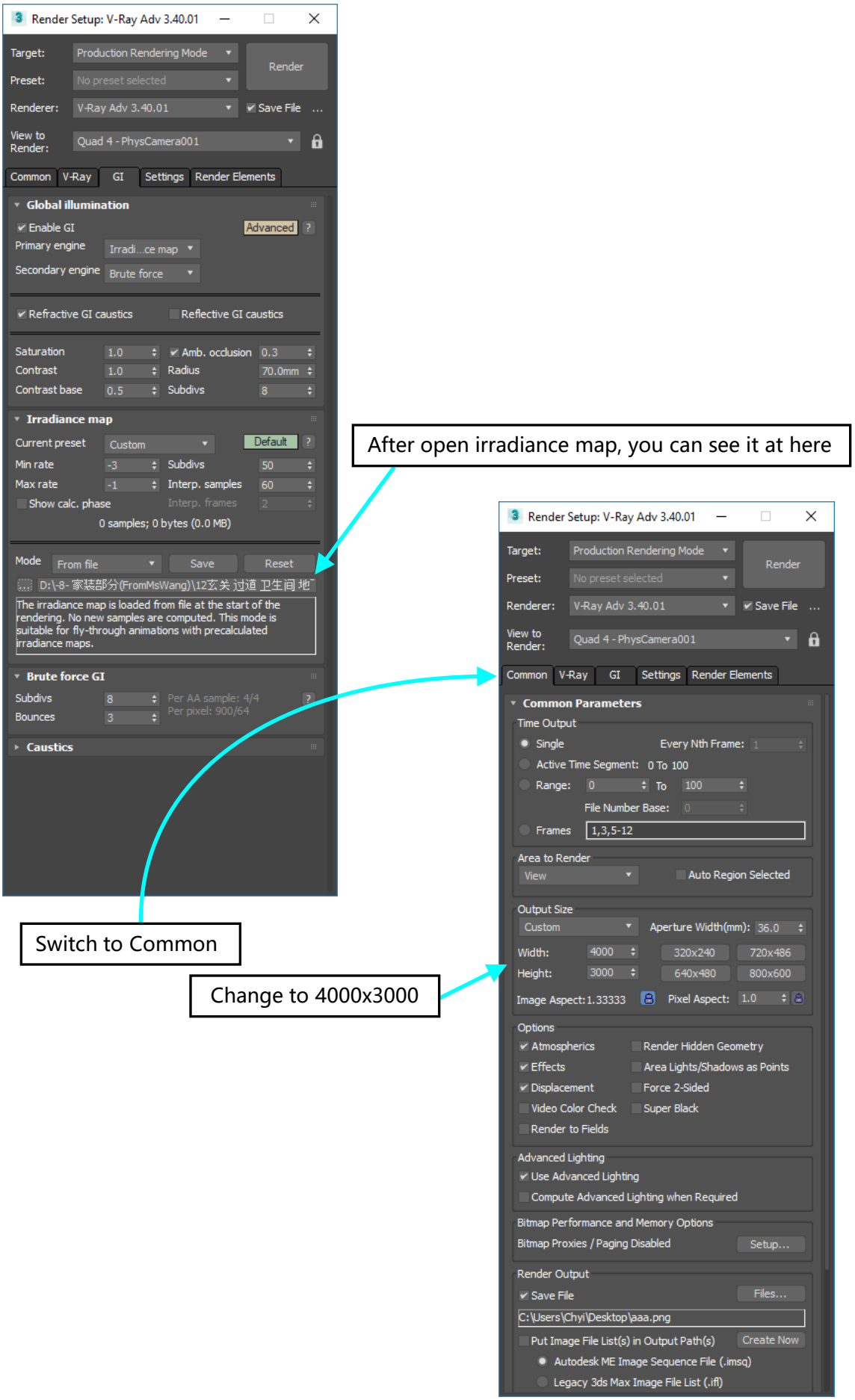


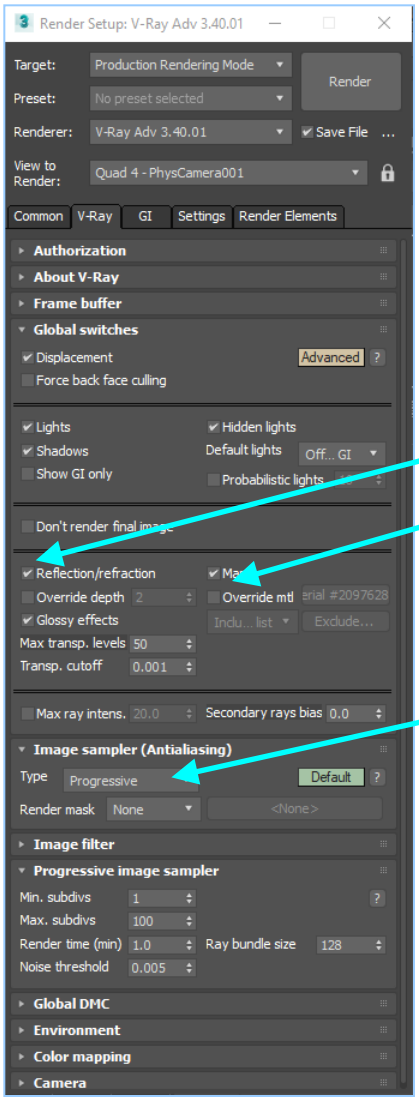
Render 640x480 about 1 minutes 40 seconds




Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Render
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - PhysCamera001
Common V-Ray GI Settings Render Elements
Global illumination
Enable GI
Advanced
Primary engine
Irradi...ce map
Secondary engine
Brute force
Refractive GI caustics
Reflective GI caustics
Saturation
Contrast
Contrast base
Amb. occlusion
Radius
Subdivs
Irradiance map
Current preset
Custom
Default
Min rate
Max rate
Show calc. phase
Interp. samples
Interp. frames
0 samples; 0 bytes (0.0 MB)
Mode
From file
Save
Reset
The irradiance map is loaded from file at the start of the rendering. No new samples are computed. This mode is suitable for fly-through animations with precalculated irradiance maps.
Brute force GI
Bounces
Per AA sample: 4/4
Per pixel: 900/64
Caustics
Switch to GI
Save irradiance map
Organize
New folder
Search 1
Quick access
OneDrive
This PC
3D Objects
Desktop
Documents
Downloads
Music
Pictures
Videos
Windows (C:)
Data (D:)
Network
客厅00
9/2/2019 11:19 PM
File folder
Save Irradiance map
File name
File name: Irradiance map.vrmap
Save as type: Irradiance map (*.vrmap)
Hide Folders
Save
Cancel
Click Save


Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Render
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - PhysCamera001
Common V-Ray GI Settings Render Elements
Global illumination
Enable GI
Advanced
Primary engine
Irradi...ce map
Secondary engine
Brute force
Refractive GI caustics
Reflective GI caustics
Irradiance map
Current preset
Custom
Default
0 samples; 0 bytes (0.0 MB)
From file
Save
Reset
Click on ...
Brute force GI
Subdivs
Bounces
Caustics
Choose irradiance map file
Organize
New folder
Search 1
Quick access
This PC
3D Objects
Desktop
Documents
Downloads
Music
Pictures
Videos
Windows (C:)
Data (D:)
Network
客厅00
9/2/2019 11:19 PM
File folder
Irradiance map.vrmap
10/2/2019 12:46 AM
VRMAP File
1 KB
Open the Irradiance map (.vrmap)
File name: Irradiance map.vrmap
Irradiance map (*.vrmap)
Open
Cancel
Click Open


Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - PhysCamera001
Render
Common V-Ray GI Settings Render Elements
Global illumination
Enable GI
Advanced
Primary engine Irradi...ce map
Secondary engine Brute force
Refractive GI caustics
Reflective GI caustics
Saturation 1.0
Contrast 1.0
Contrast base 0.5
Amb. occlusion 0.3
Radius 70.0mm
Subdivs 8
Irradiance map
Current preset Custom
Default
Min rate -3
Max rate -1
Subdivs 50
Interp. samples 60
Interp. frames 2
Show calc. phase
0 samples; 0 bytes (0.0 MB)
Mode From file
Save
Reset
D:\-8- 家装部分(FromMsWang)\12玄关 过道 卫生间 地
The irradiance map is loaded from file at the start of the rendering. No new samples are computed. This mode is suitable for fly-through animations with precalculated irradiance maps.
Brute force GI
Subdivs 8
Bounces 3
Per AA sample: 4/4
Per pixel: 900/64
Caustics
After open irradiance map, you can see it at here
Switch to Common
Change to 4000x3000
Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - PhysCamera001
Render
Common V-Ray GI Settings Render Elements
Common Parameters
Time Output
Single
Every Nth Frame: 1
Active Time Segment: 0 To 100
Range: 0 To 100
File Number Base: 0
Frames 1,3,5-12
Area to Render
View
Auto Region Selected
Output Size
Custom
Aperture Width(mm): 36.0
Width: 4000
Height: 3000
320x240
720x486
640x480
800x600
Image Aspect: 1.33333
Pixel Aspect: 1.0
Options
Atmospherics
Effects
Displacement
Video Color Check
Render to Fields
Render Hidden Geometry
Area Lights/Shadows as Points
Force 2-Sided
Super Black
Advanced Lighting
Use Advanced Lighting
Compute Advanced Lighting when Required
Bitmap Performance and Memory Options
Bitmap Proxies / Paging Disabled
Setup...
Render Output
Save File
Files...
C:\Users\Chyi\Desktop\aaa.png
Put Image File List(s) in Output Path(s)
Create Now
Autodesk ME Image Sequence File (.imsq)
Legacy 3ds Max Image File List (.ifl)

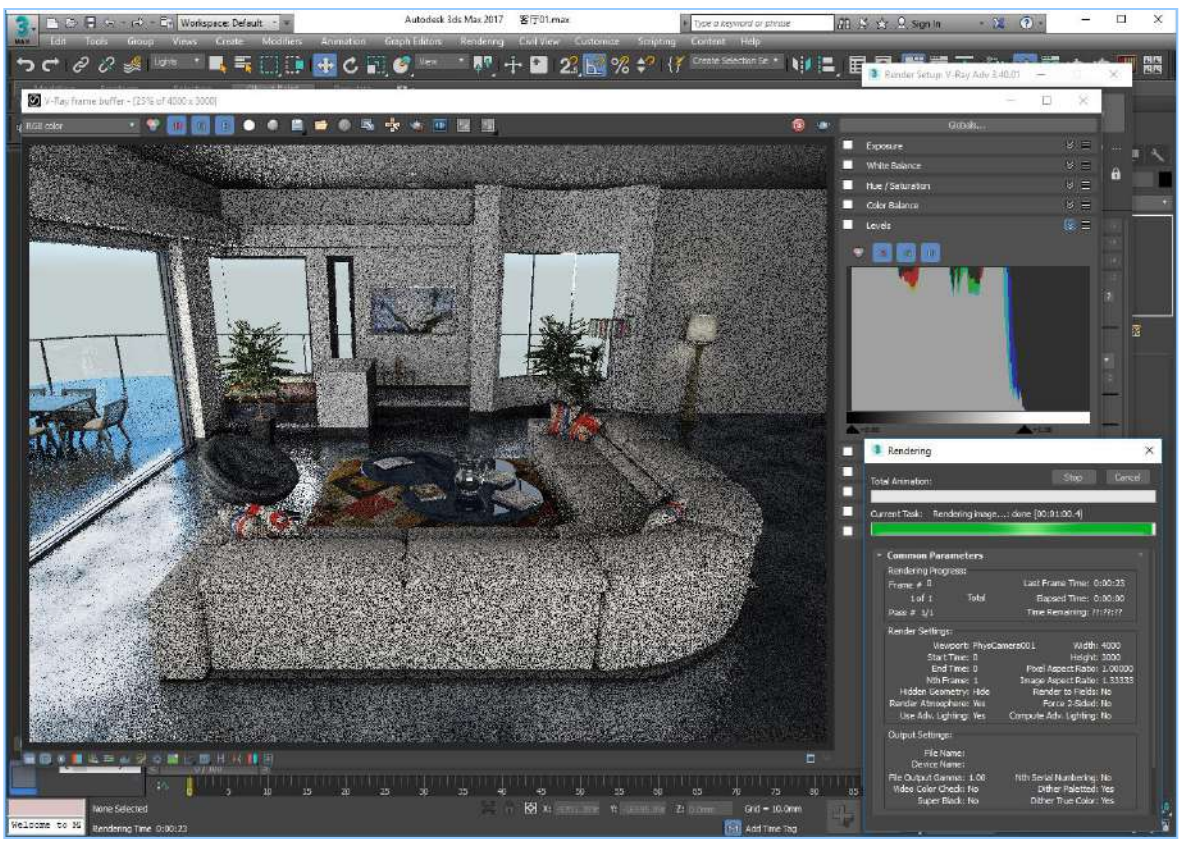


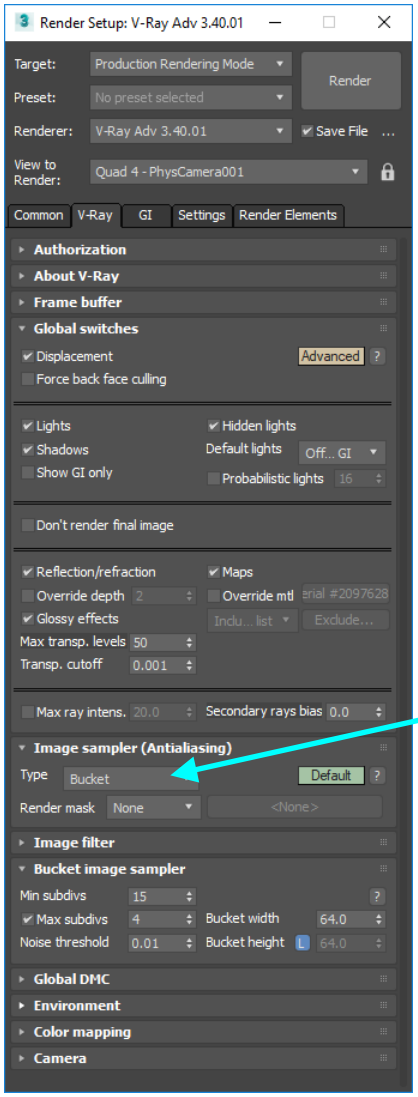
Enable Reflection/refraction

Disable Oveeride mtl

Change Bucket → Progressive, and render it

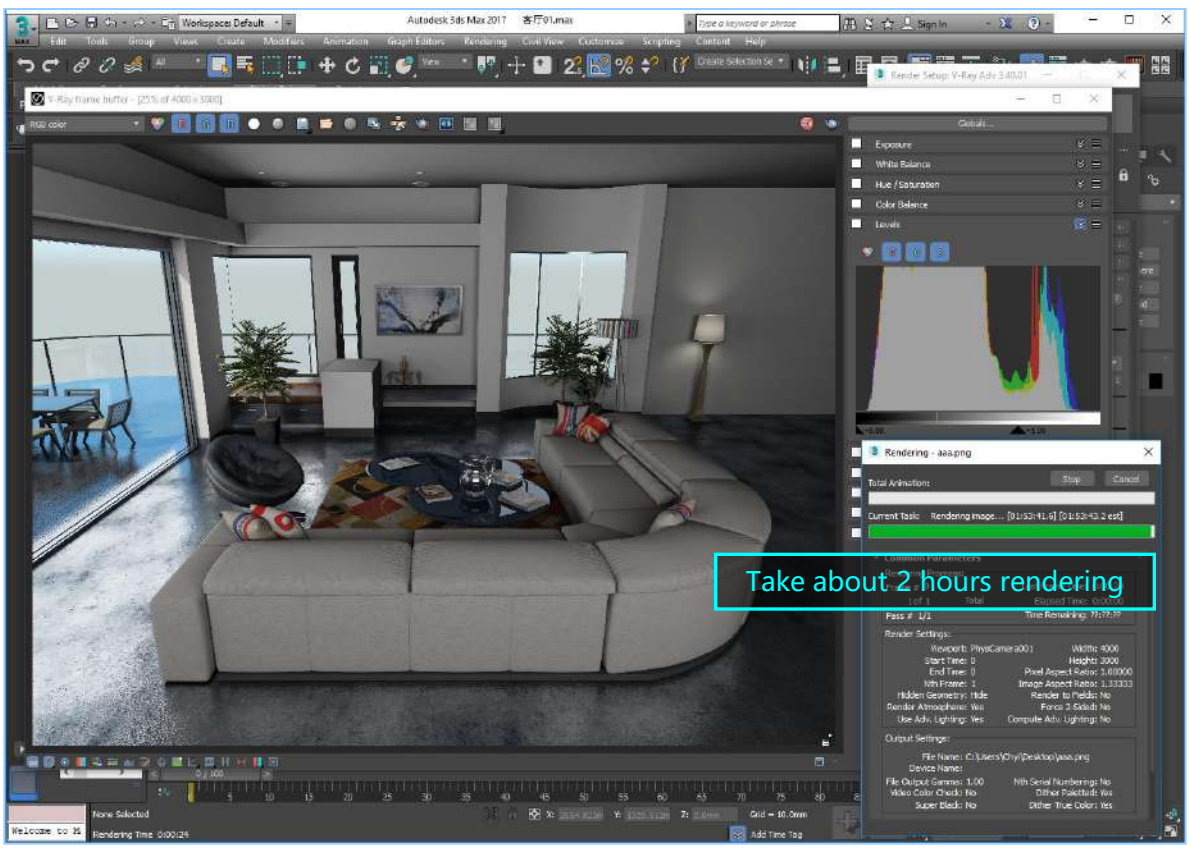
Rendering Progressive





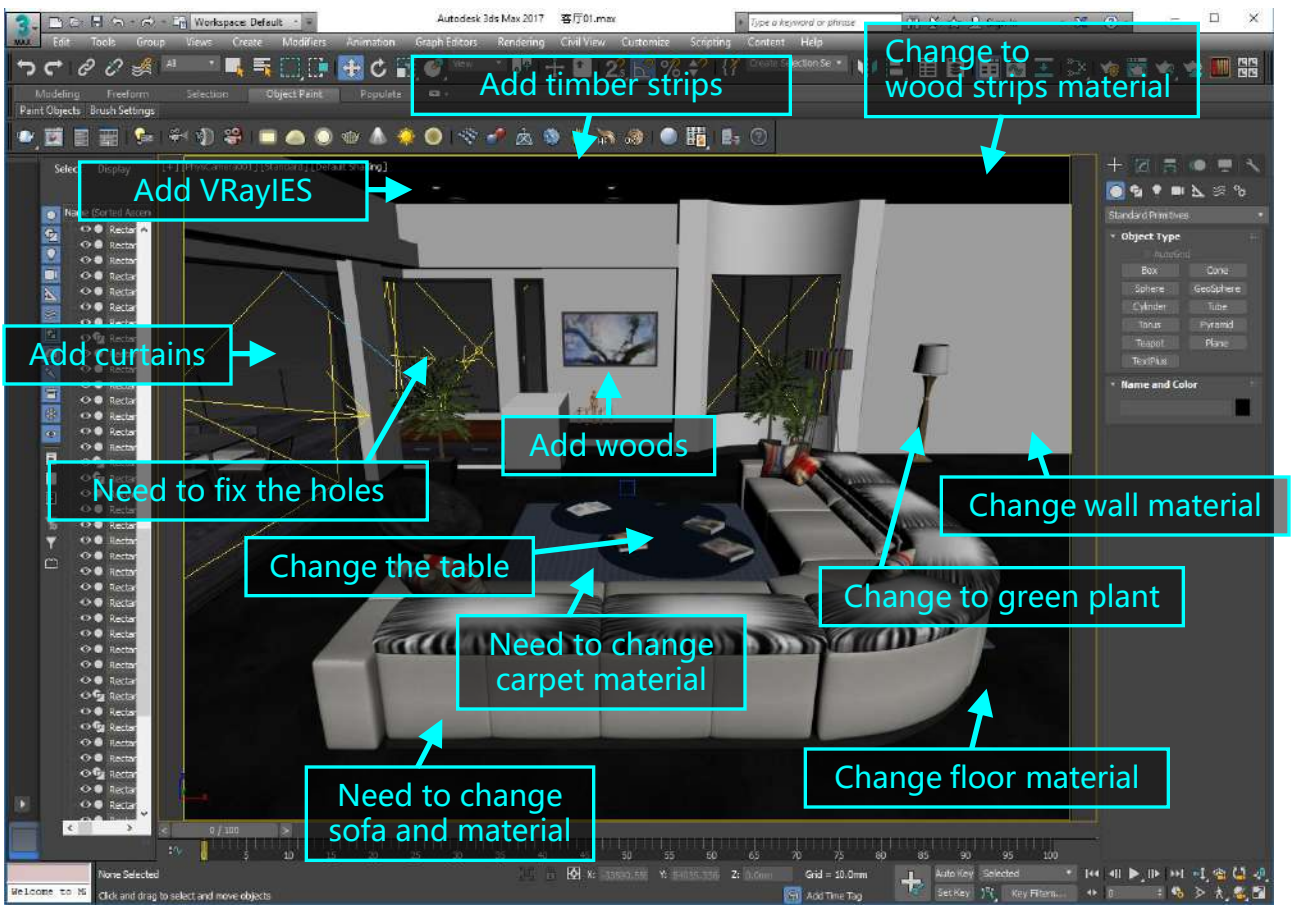
And then change Progressive → Bucket, and render it

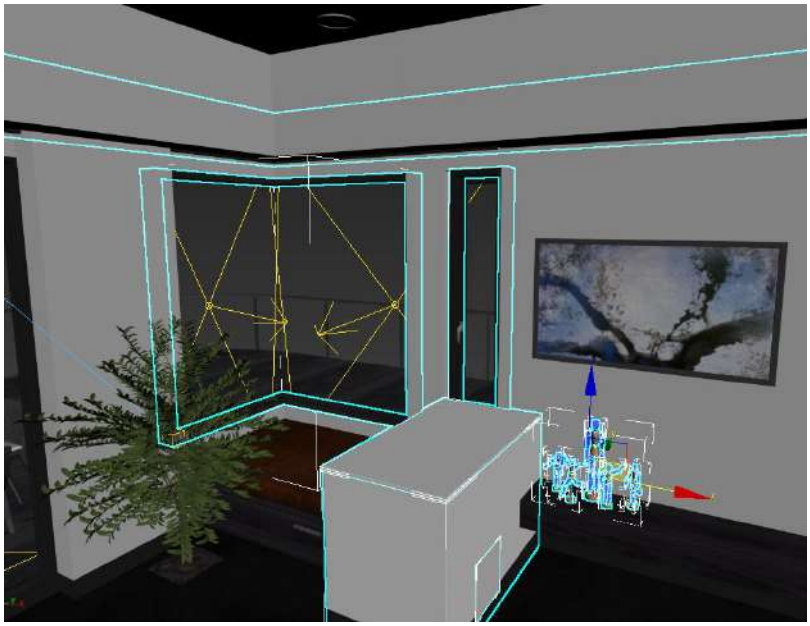
Rendering Bucket



Rendering 4K

Next we use Google search some reference picture, and use it design on your interior design

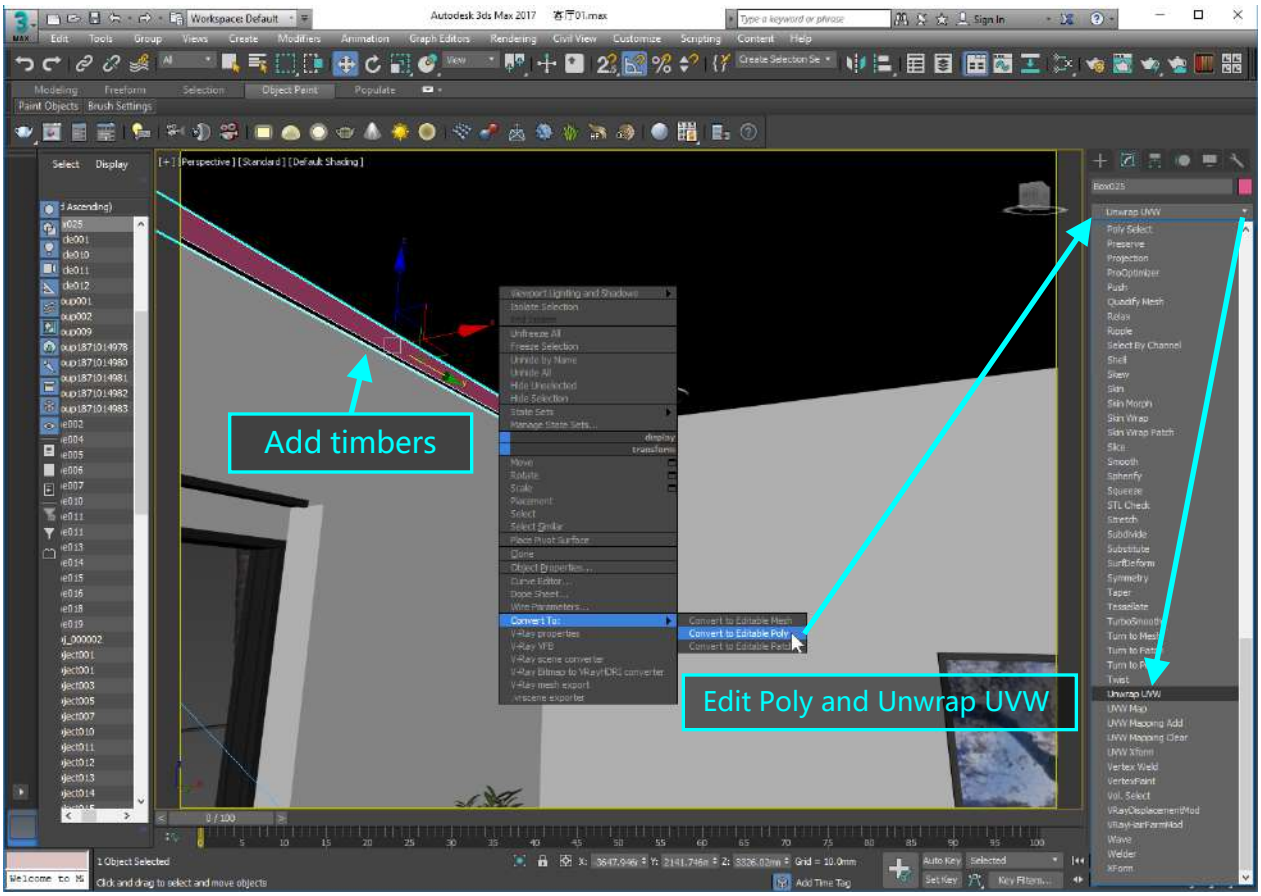


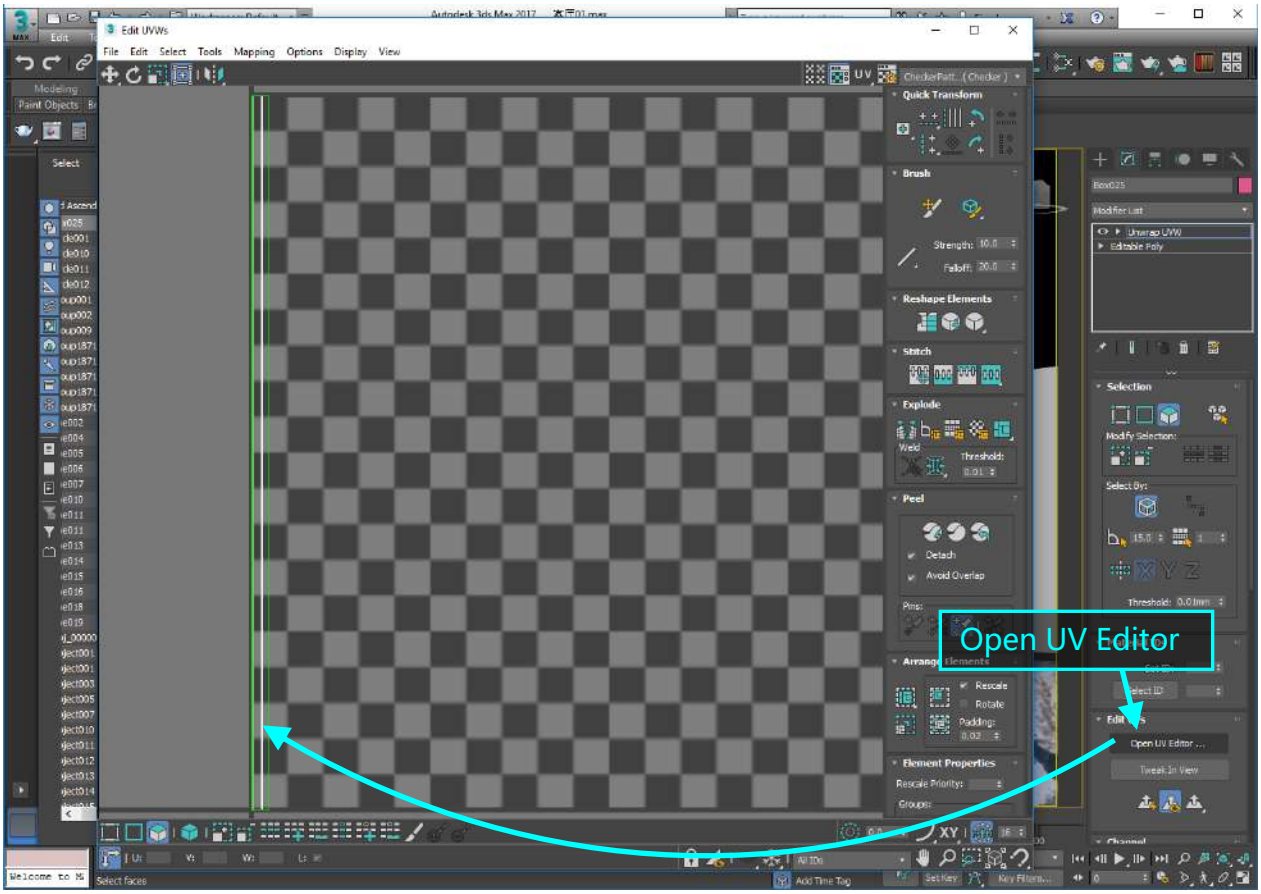


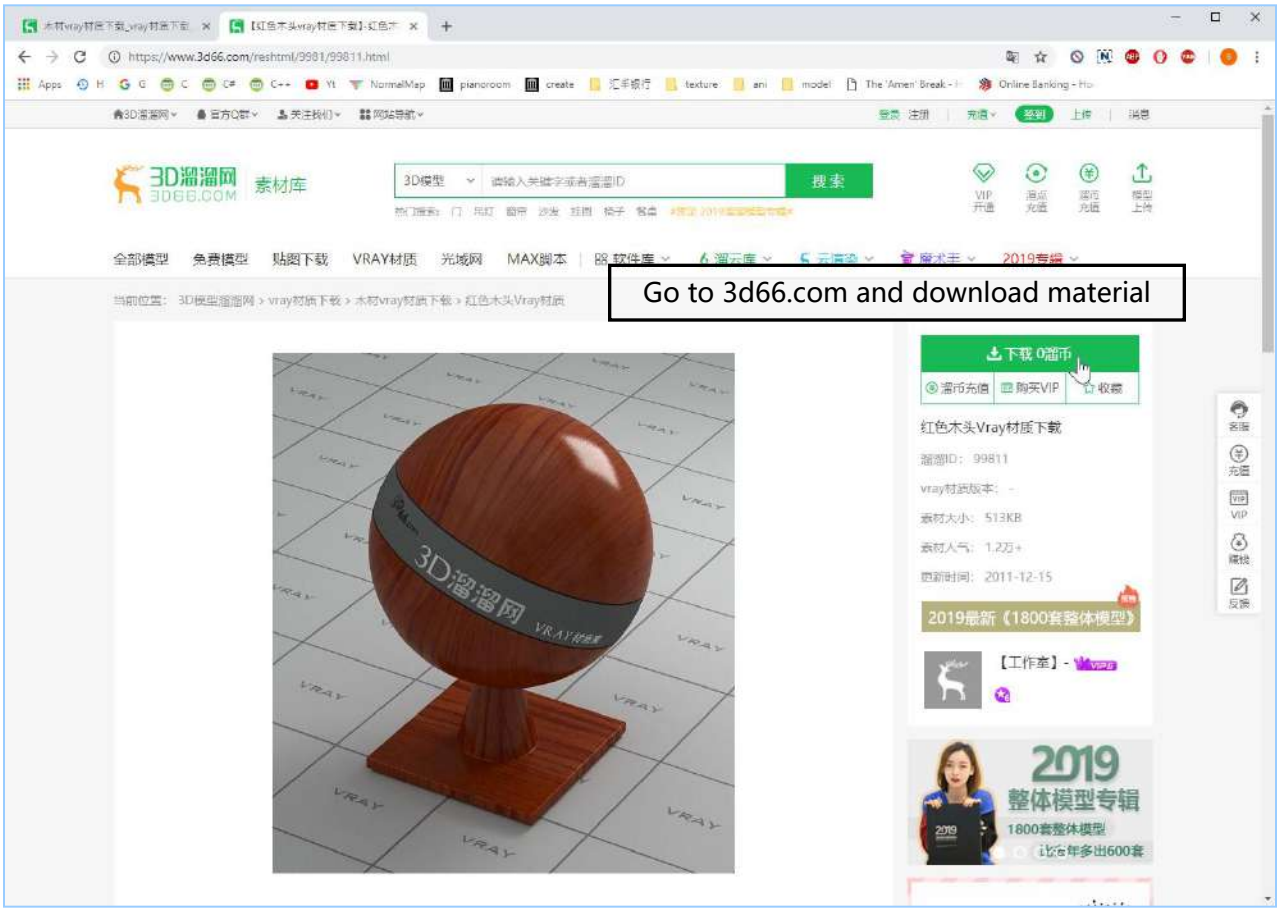
Delete unwanted stuff

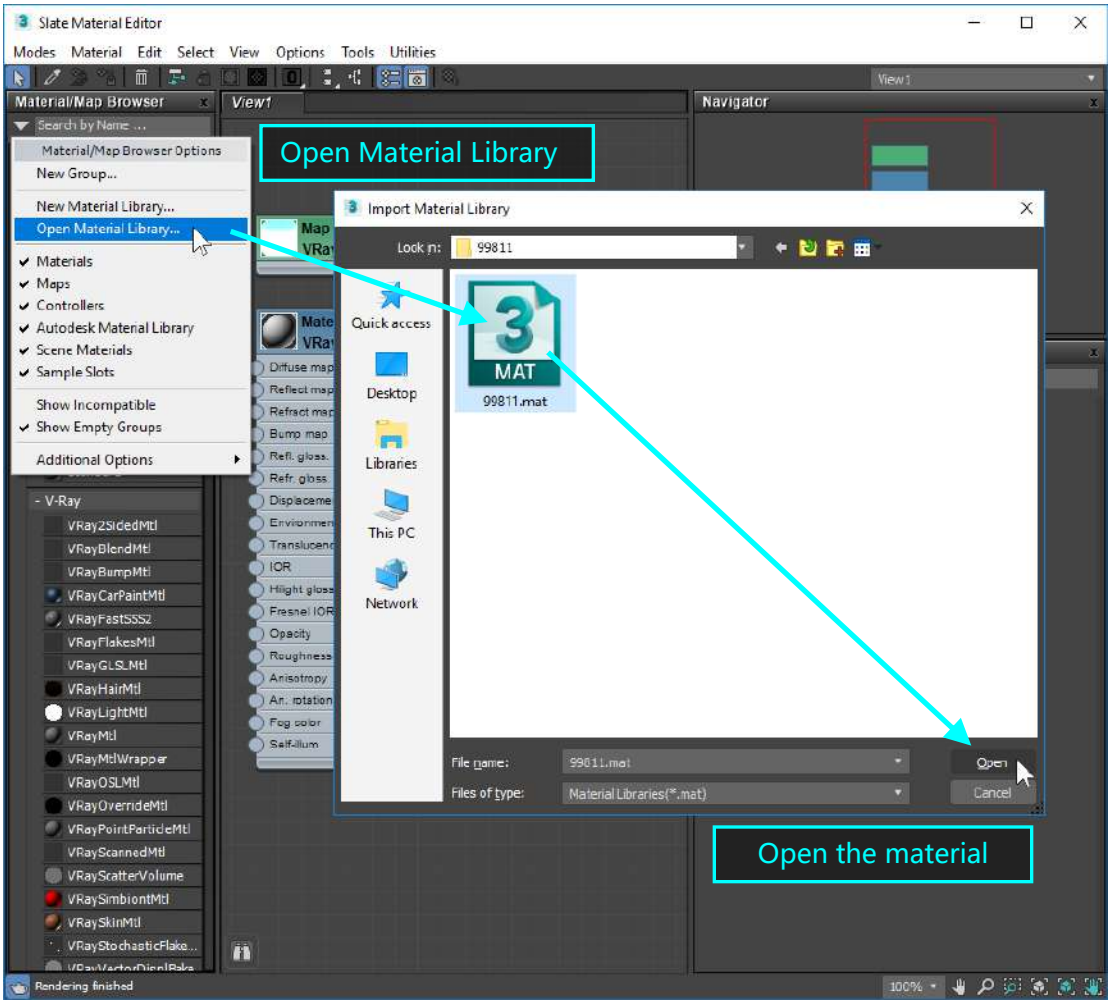
Fixing the wall

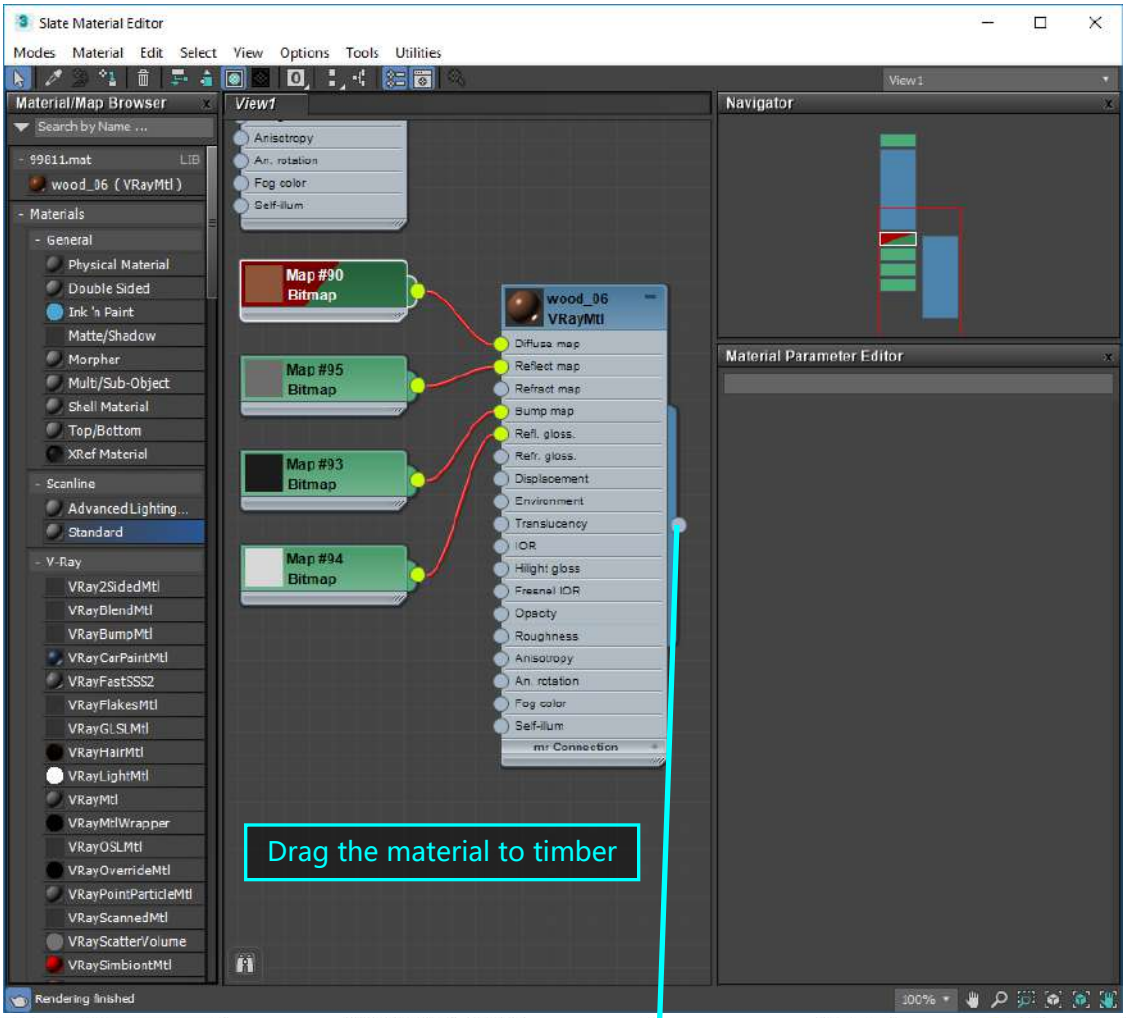
Done

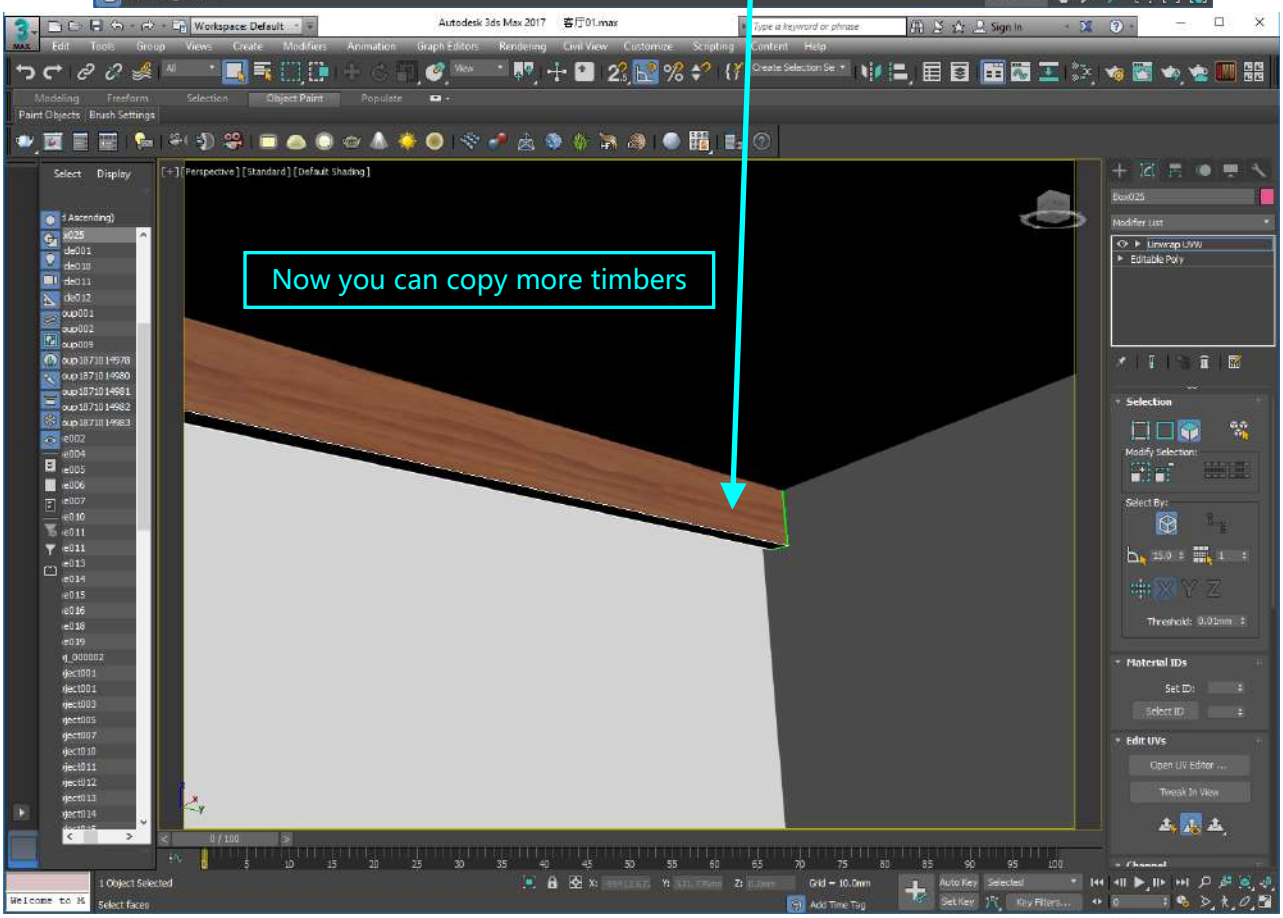

Add timbers
Edit Poly and Unwrap UVW

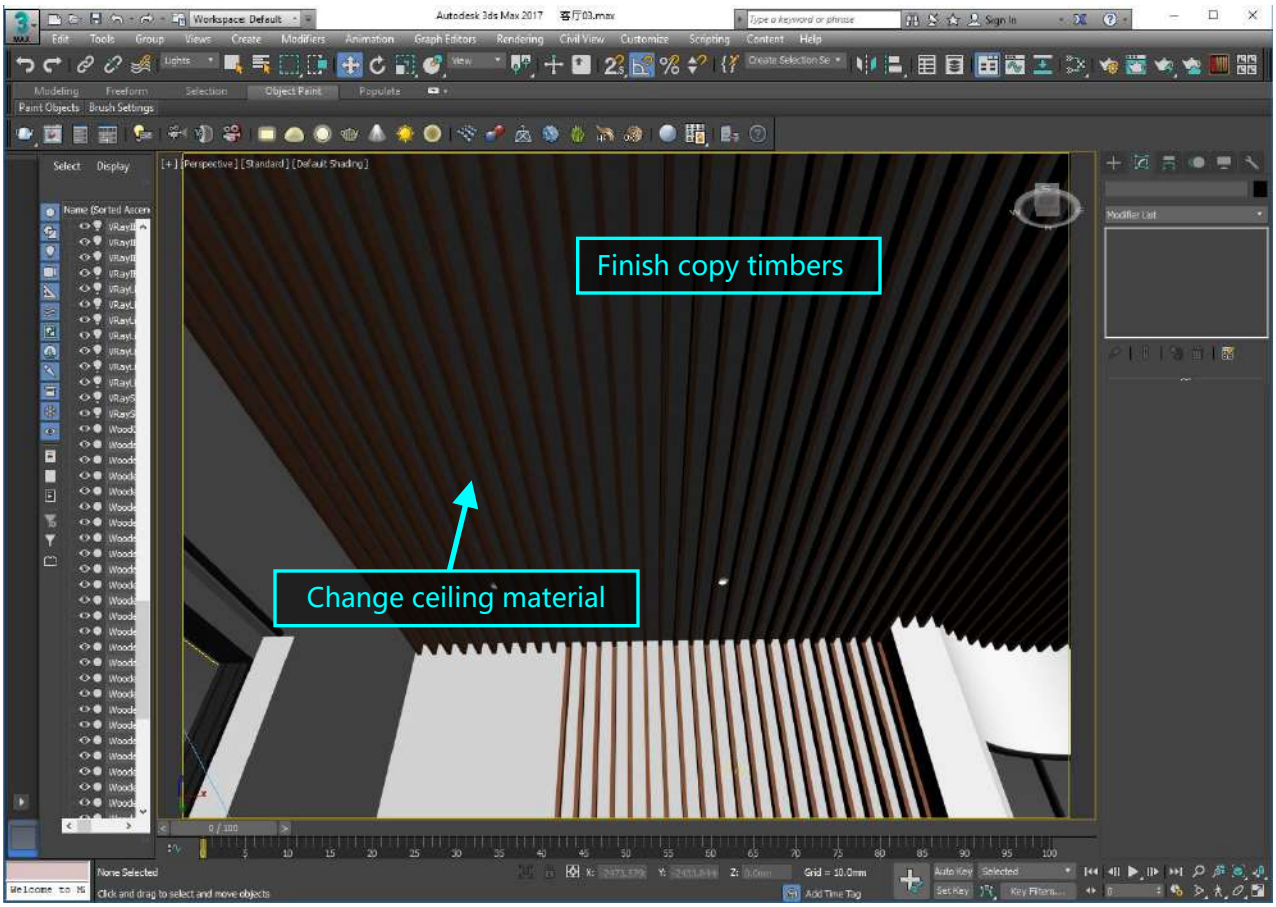

Open UV Editor

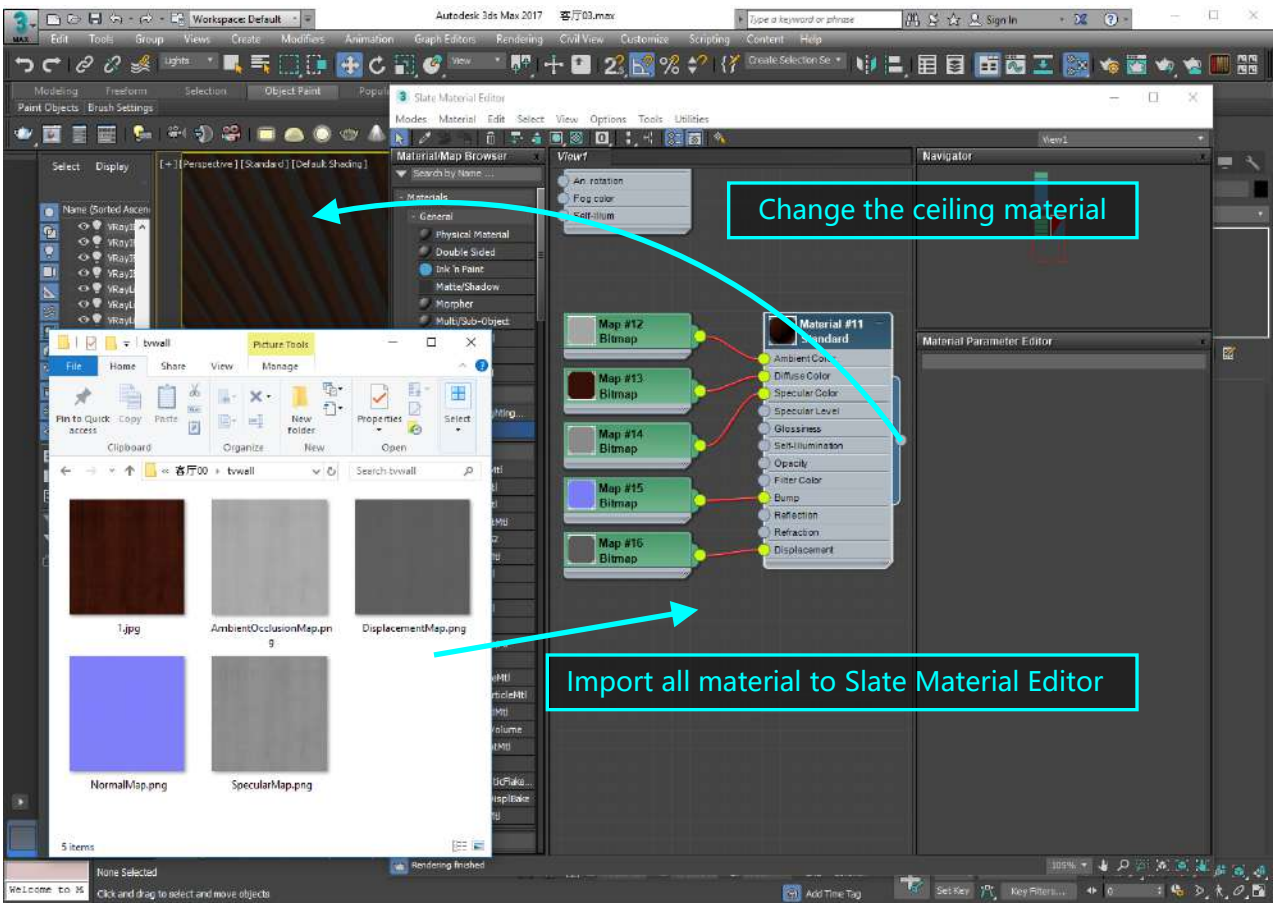

Go to 3d66.com and download material

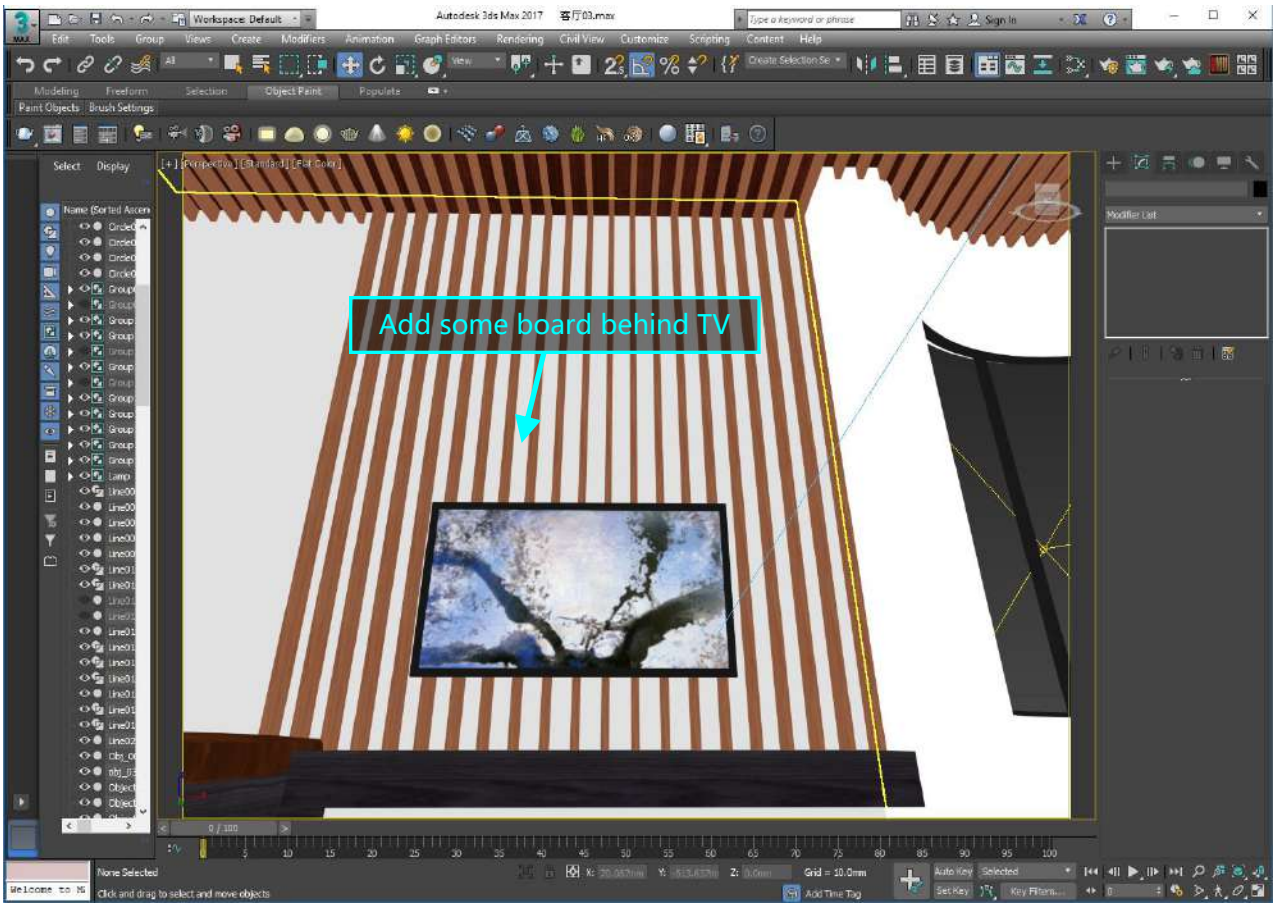

Slate Material Editor
Open Material Library
Import Material Library
Open the material

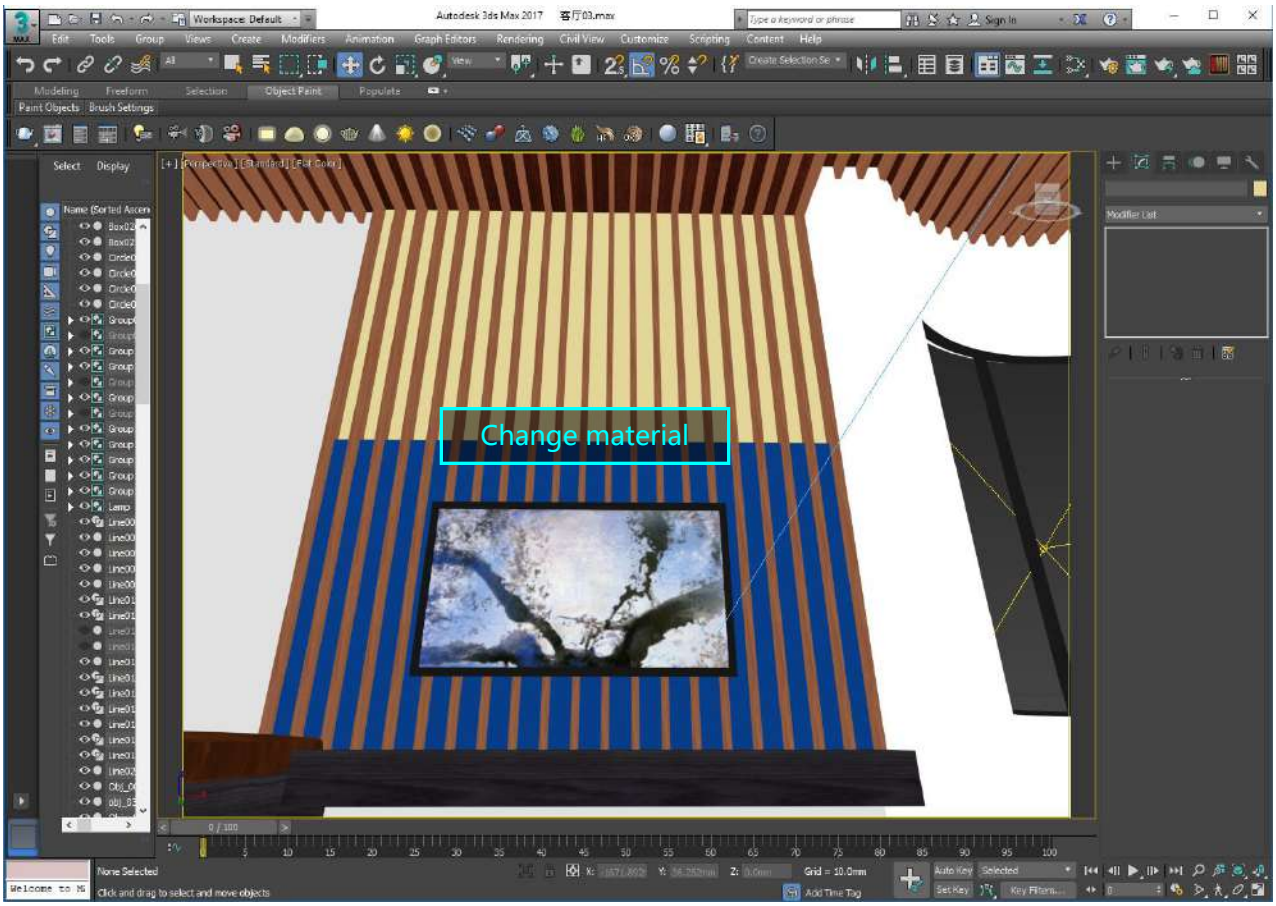

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
99611.mat
wood_06 (VRayMtl)
Materials
General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Mult/Sub-Object
Shell Material
Top/Bottom
XRef Material
Scanline
AdvancedLighting...
Standard
V-Ray
VRay2SidedMtl
VRayBlendMtl
VRayBumpMtl
VRayCarPaintMtl
VRayFastSSS2
VRayFlakesMtl
VRayGLSLMtl
VRayHairMtl
VRayLightMtl
VRayMtl
VRayMtlWrapper
VRayOSLMtl
VRayOverrideMtl
VRayPointParticleMtl
VRayScannedMtl
VRayScatterVolume
VRaySimbiontMtl
View1
Anisotropy
An. rotation
Fog color
Self-illum
Map #90
Bitmap
Map #95
Bitmap
Map #93
Bitmap
Map #94
Bitmap
wood_06
VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-illum
mr Connection
Navigator
Material Parameter Editor
Drag the material to timber
Rendering finished

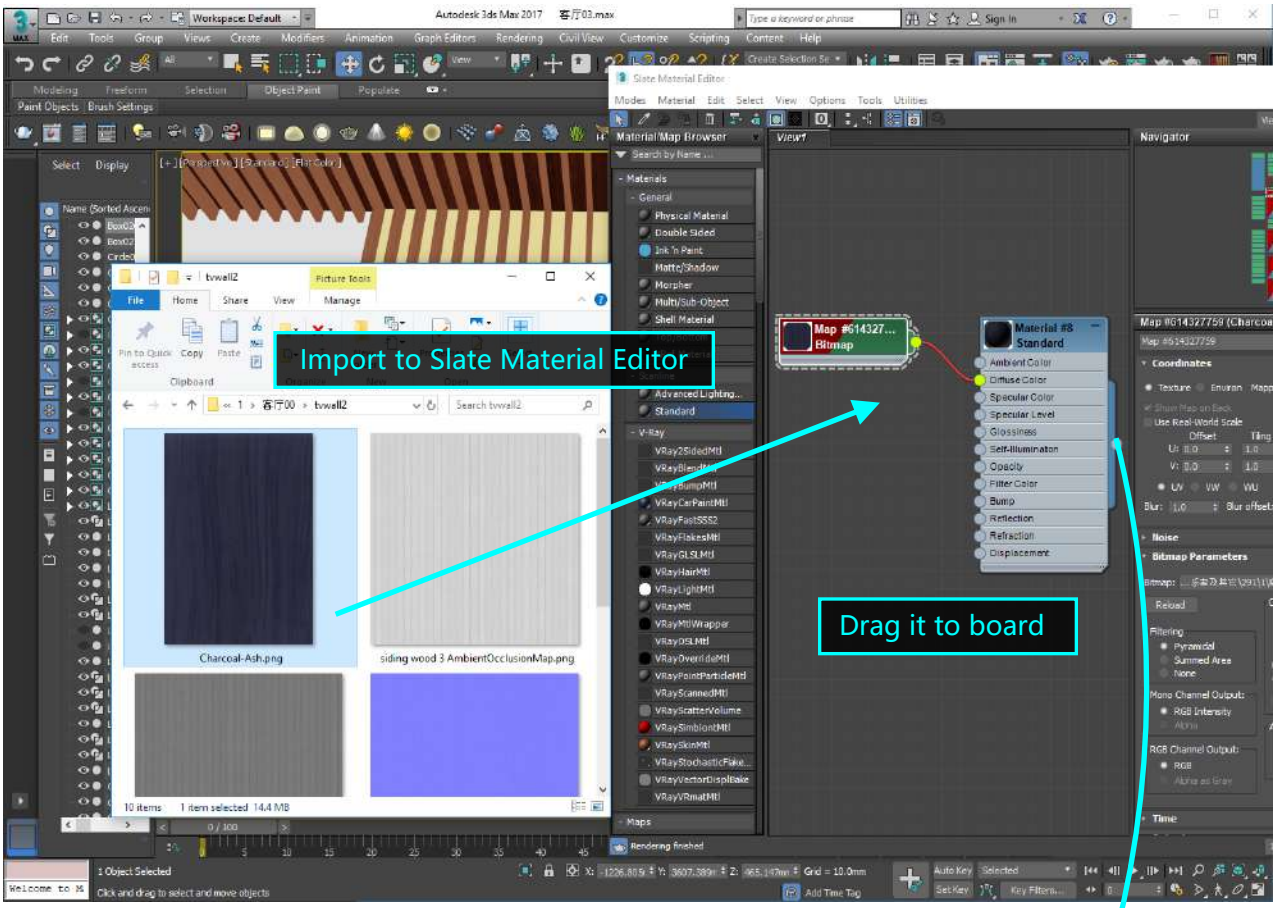

Autodesk 3ds Max 2017
Now you can copy more timbers

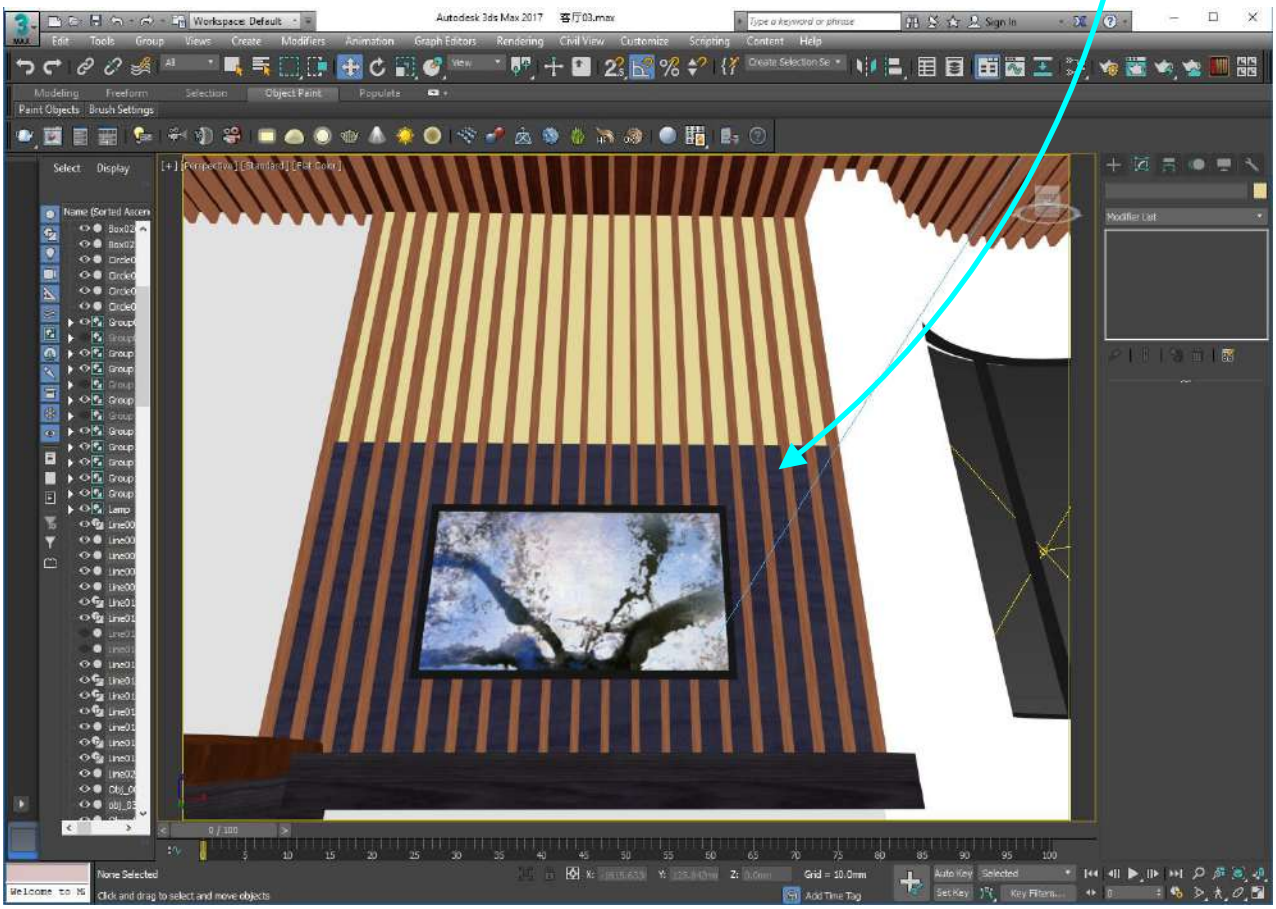

Finish copy timbers
Change ceiling material

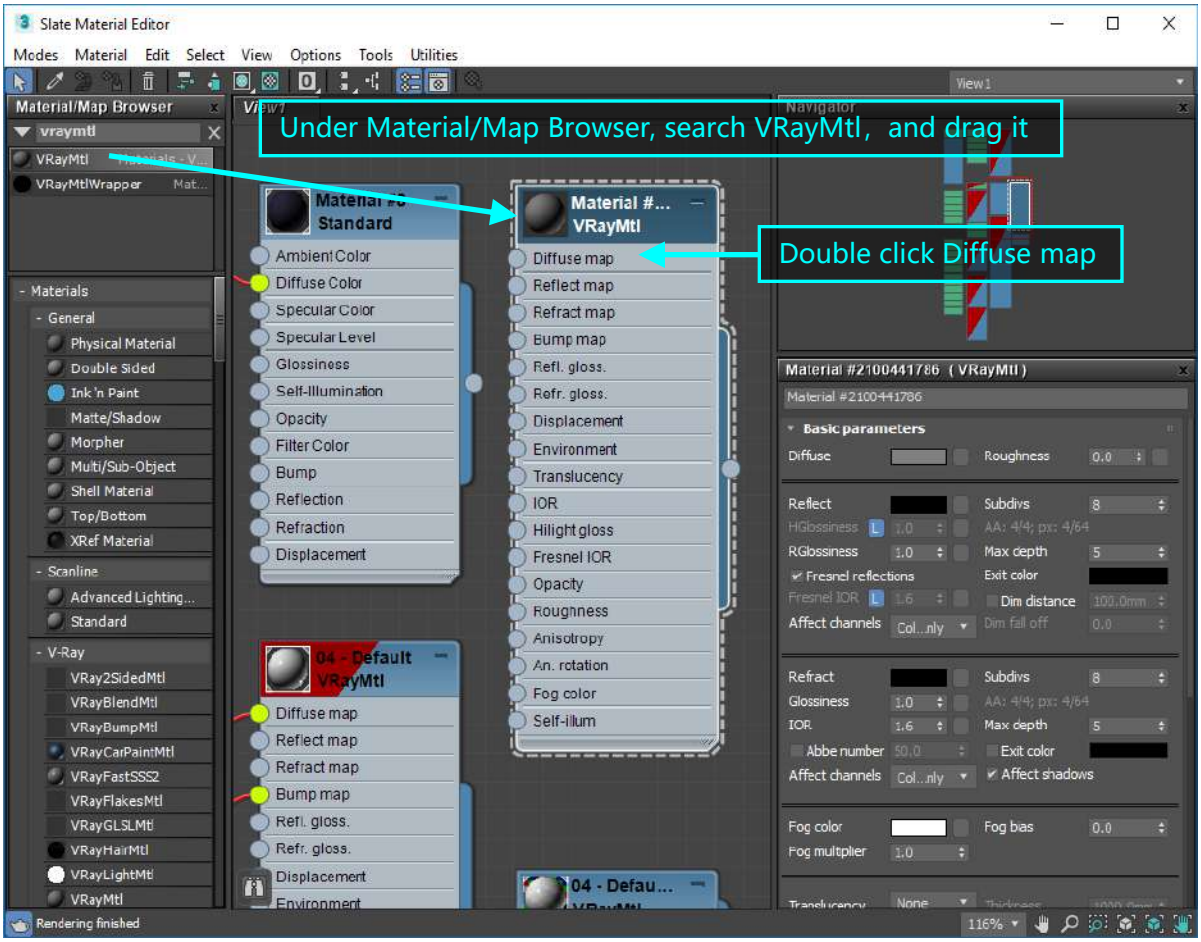

Change the ceiling material
Import all material to Slate Material Editor

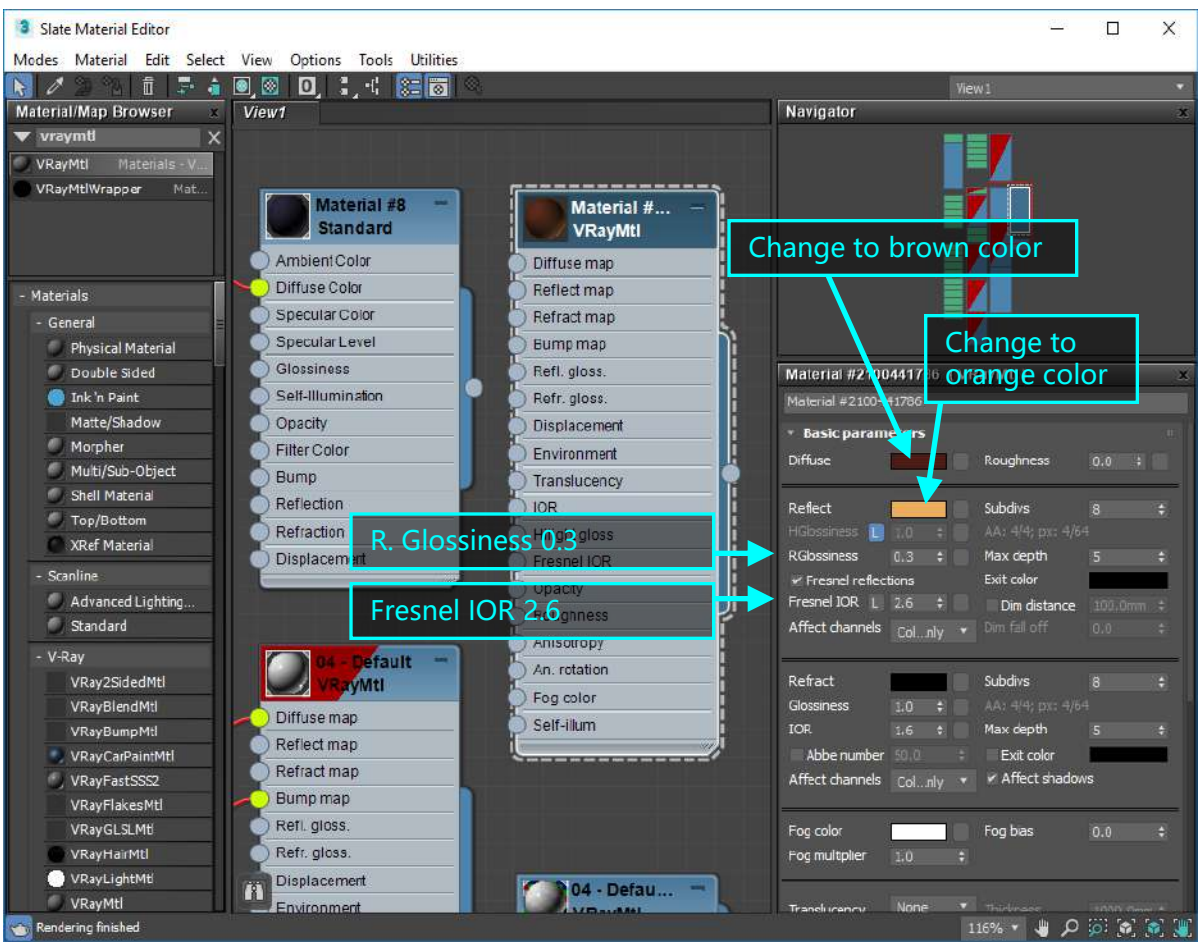

Add some board behind TV

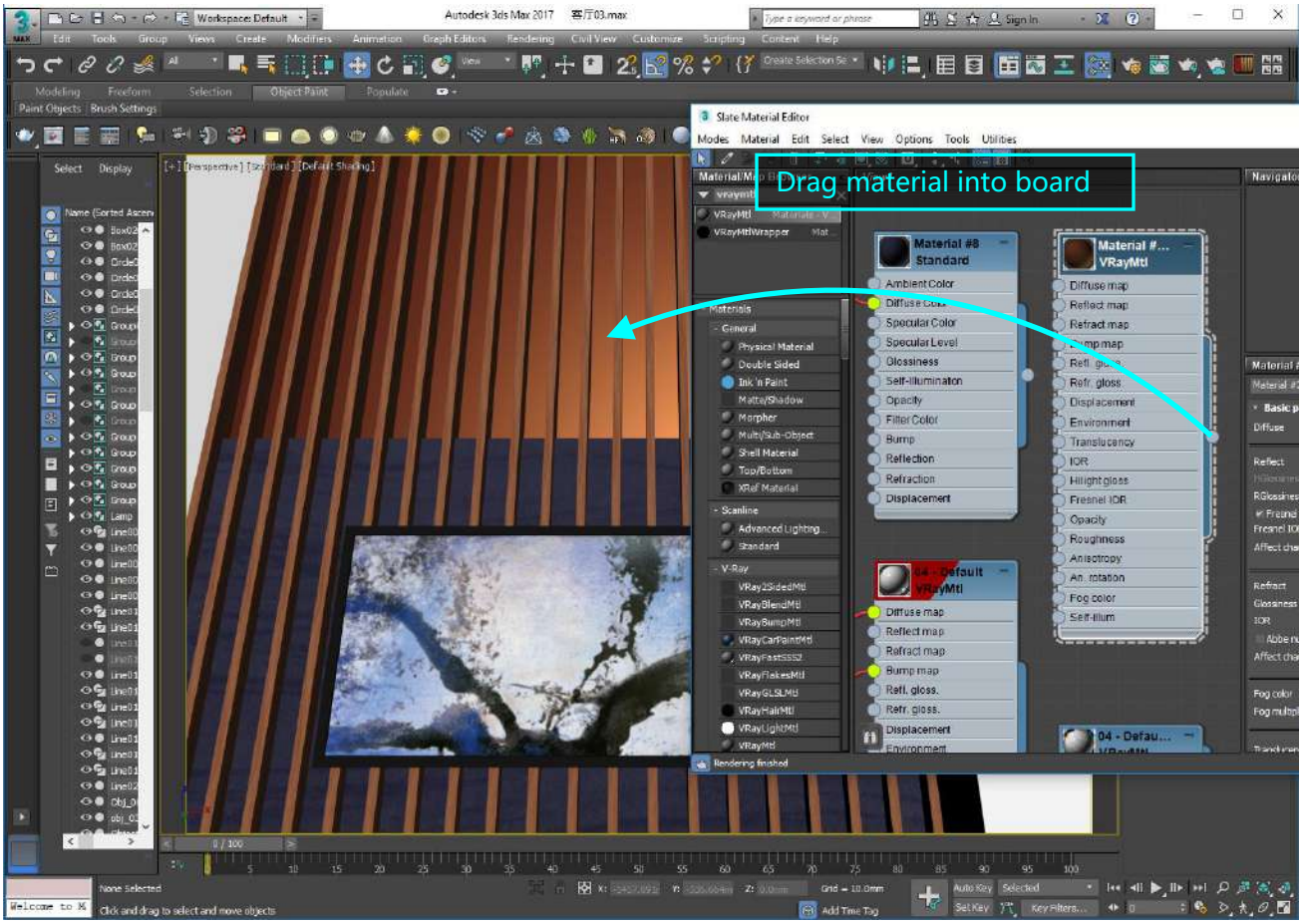

Change material

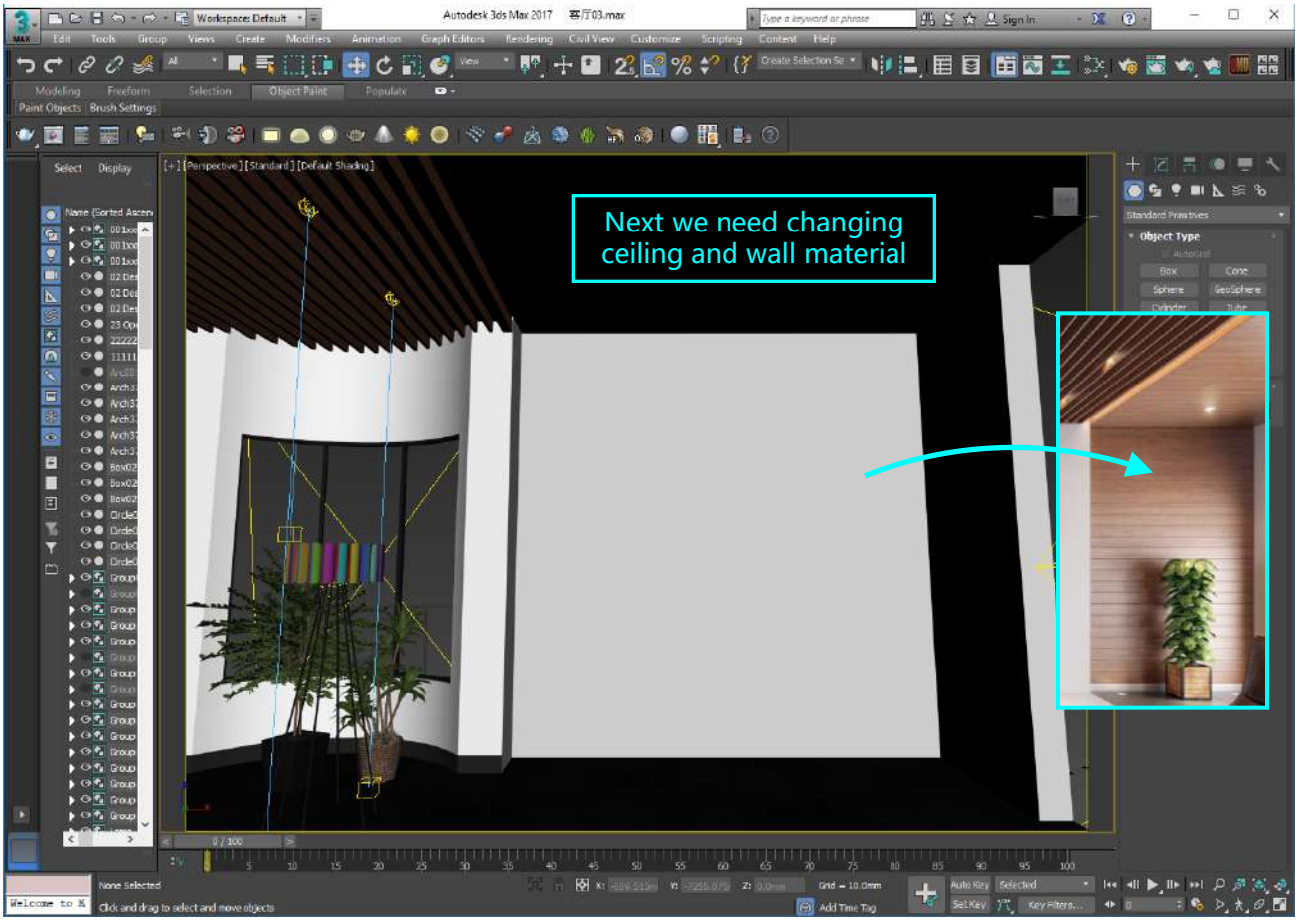

Import to Slate Material Editor
Drag it to board

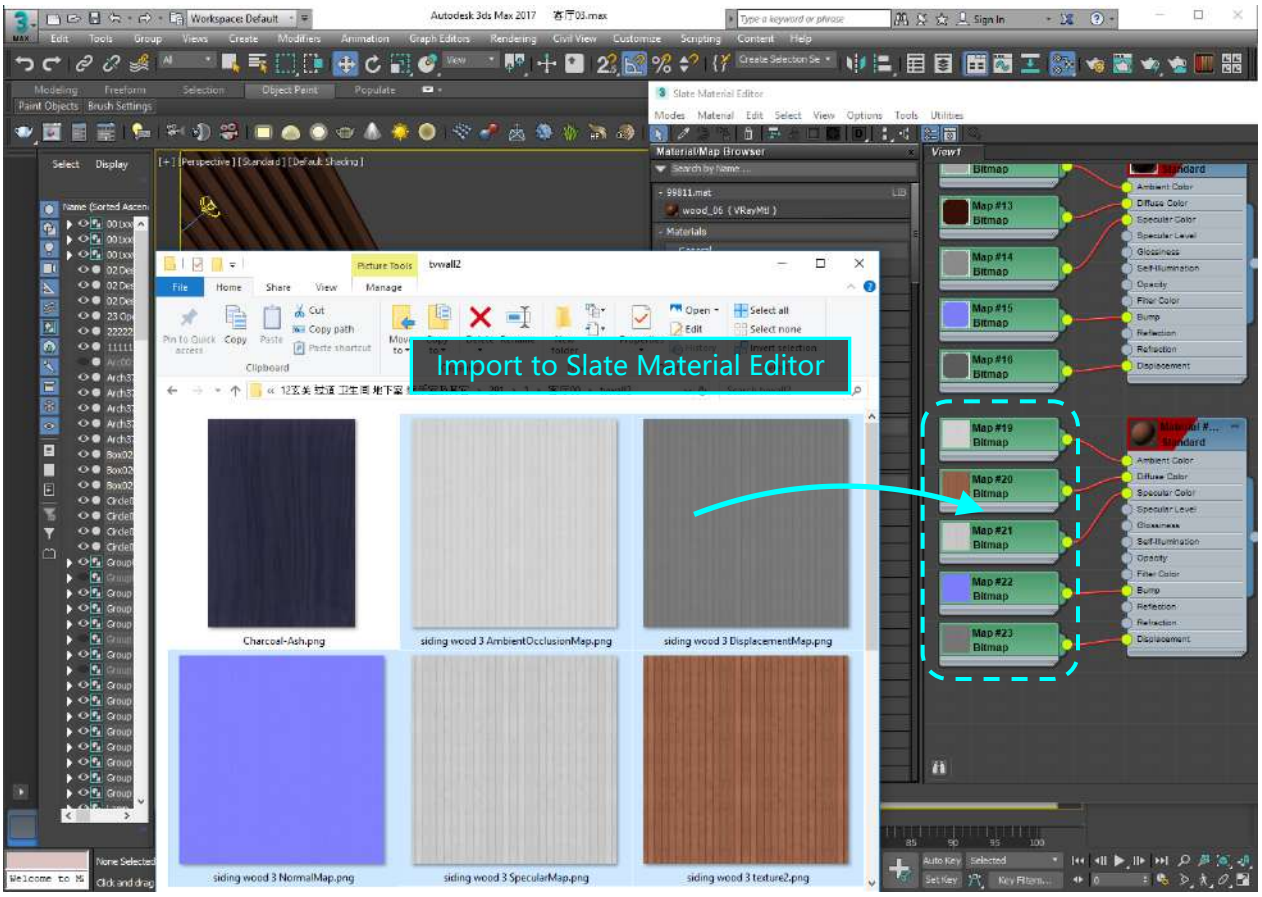


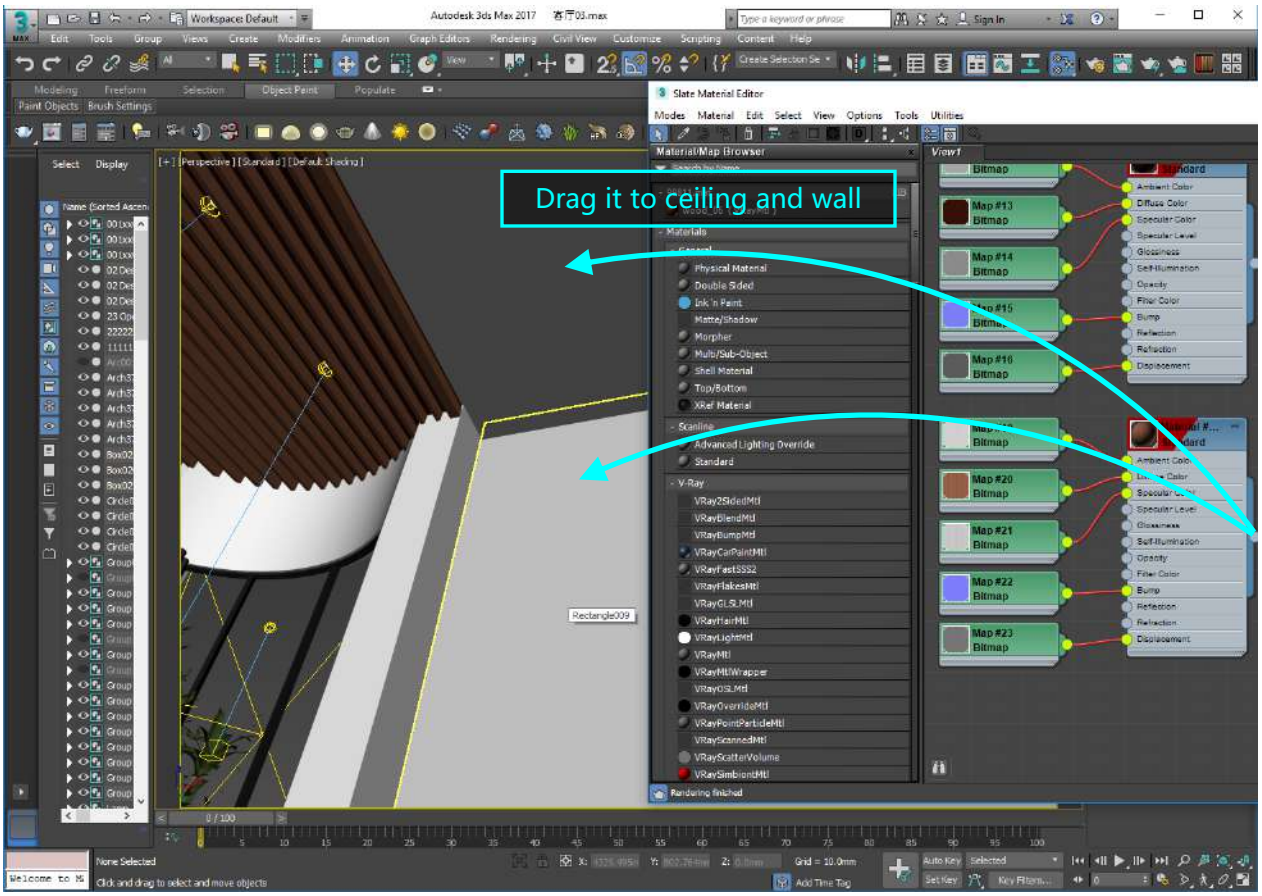

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
vraymtl
VRayMtl
VRayMtlWrapper
Under Material/Map Browser, search VRayMtl, and drag it
Material #8 Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Reflection
Refraction
Displacement
Material #... VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-illum
Double click Diffuse map
Material #2100441786 (VRayMtl)
Basic parameters
Diffuse
Roughness
Reflect
Subdivs
RGlossiness
Max depth
Fresnel reflections
Exit color
Dim distance
Affect channels
Refract
Glossiness
IOR
Abbe number
Affect shadows
Fog color
Fog bias
Fog multiplier
Navigator
Materials
General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
Scanline
Advanced Lighting...
Standard
V-Ray
VRay2SidedMtl
VRayBlendMtl
VRayBumpMtl
VRayCarPaintMtl
VRayFastSSS2
VRayFlakesMtl
VRayGLSLMtl
VRayHairMtl
VRayLightMtl
VRayMtl
04 - Default VRayMtl
Rendering finished
116%

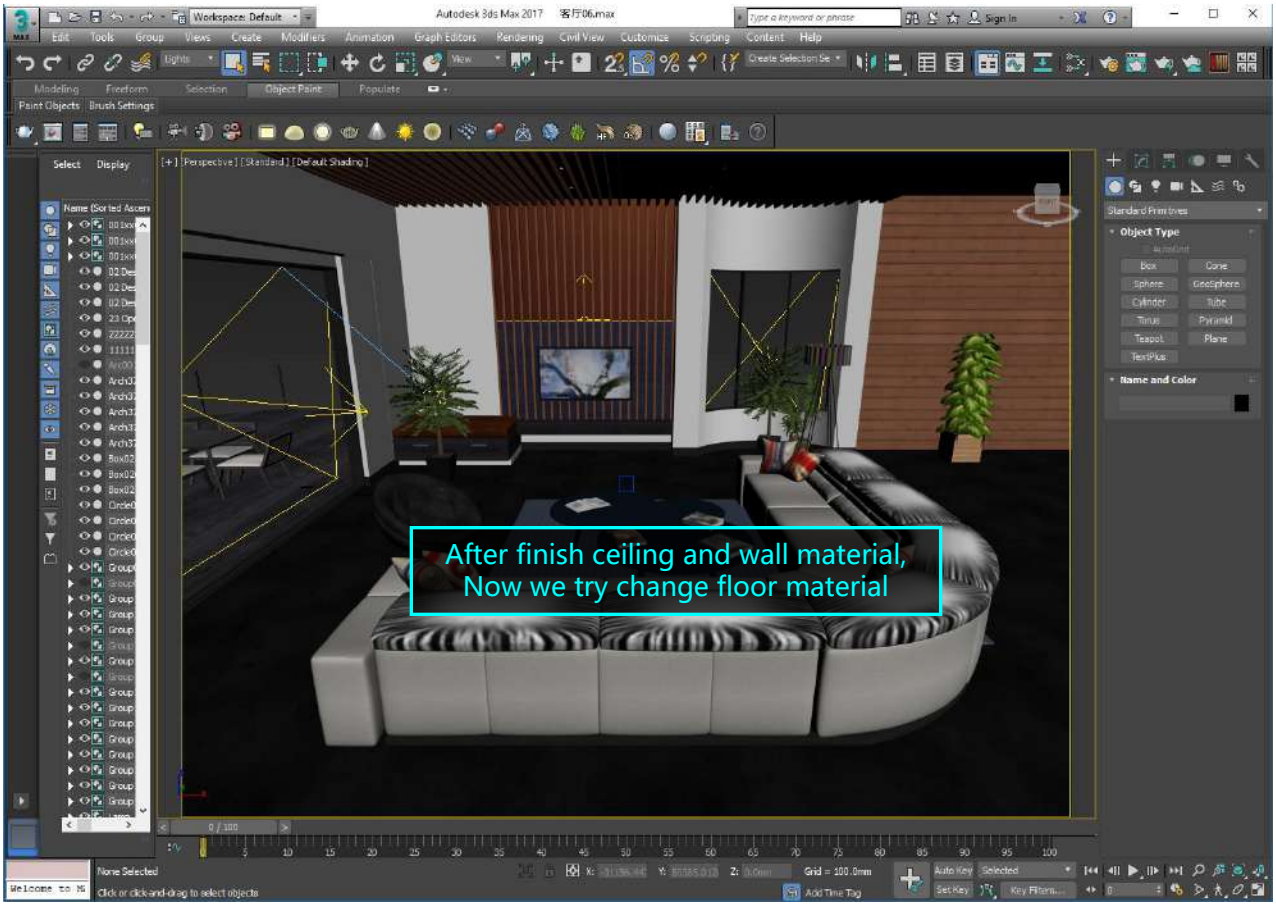

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
vraymtl
VRayMtl
VRayMtlWrapper
Material #8 Standard
Material #... VRayMtl
Change to brown color
Change to orange color
R. Glossiness 0.3
Fresnel IOR 2.6
Navigator
Materials
Rendering finished
116%

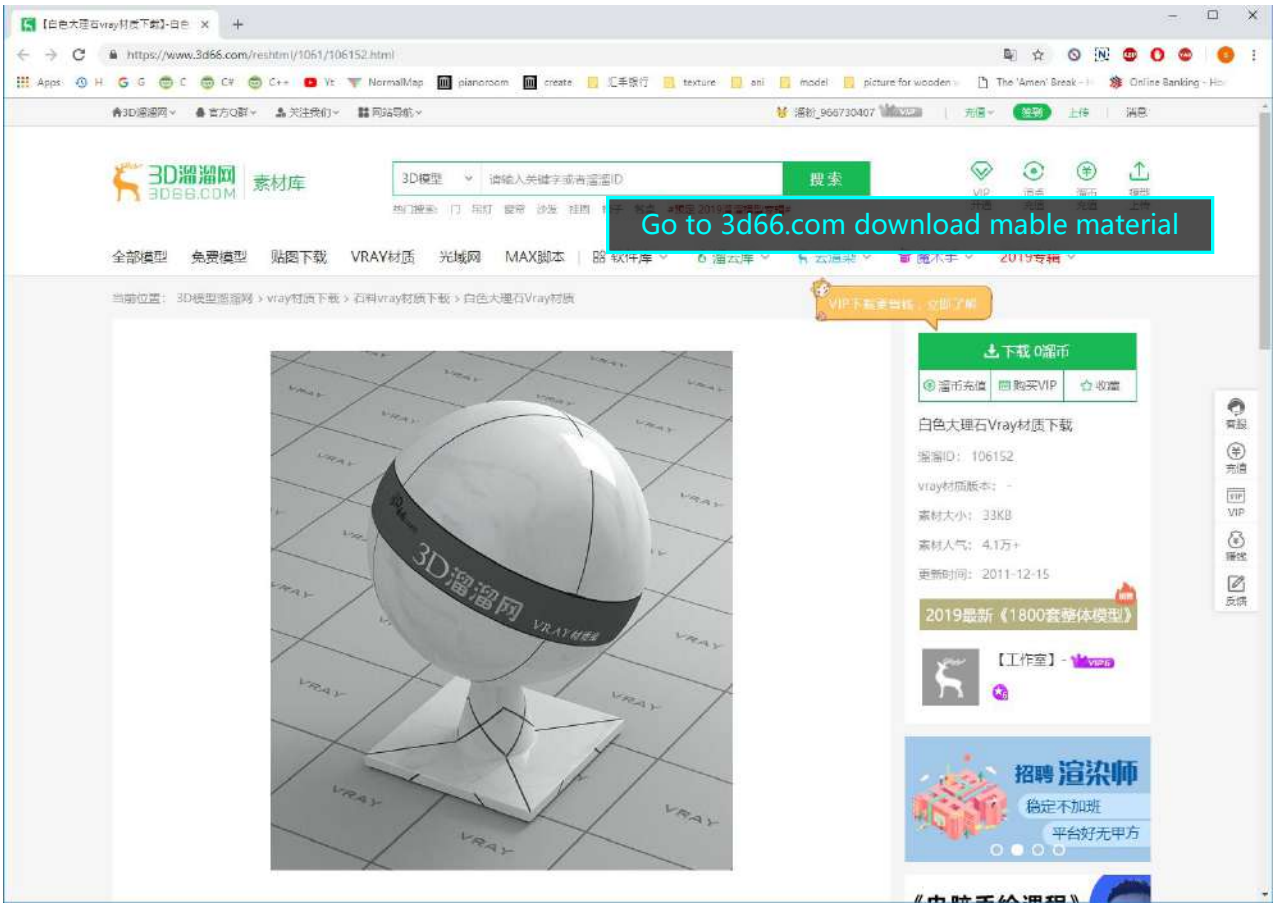

Drag material into board

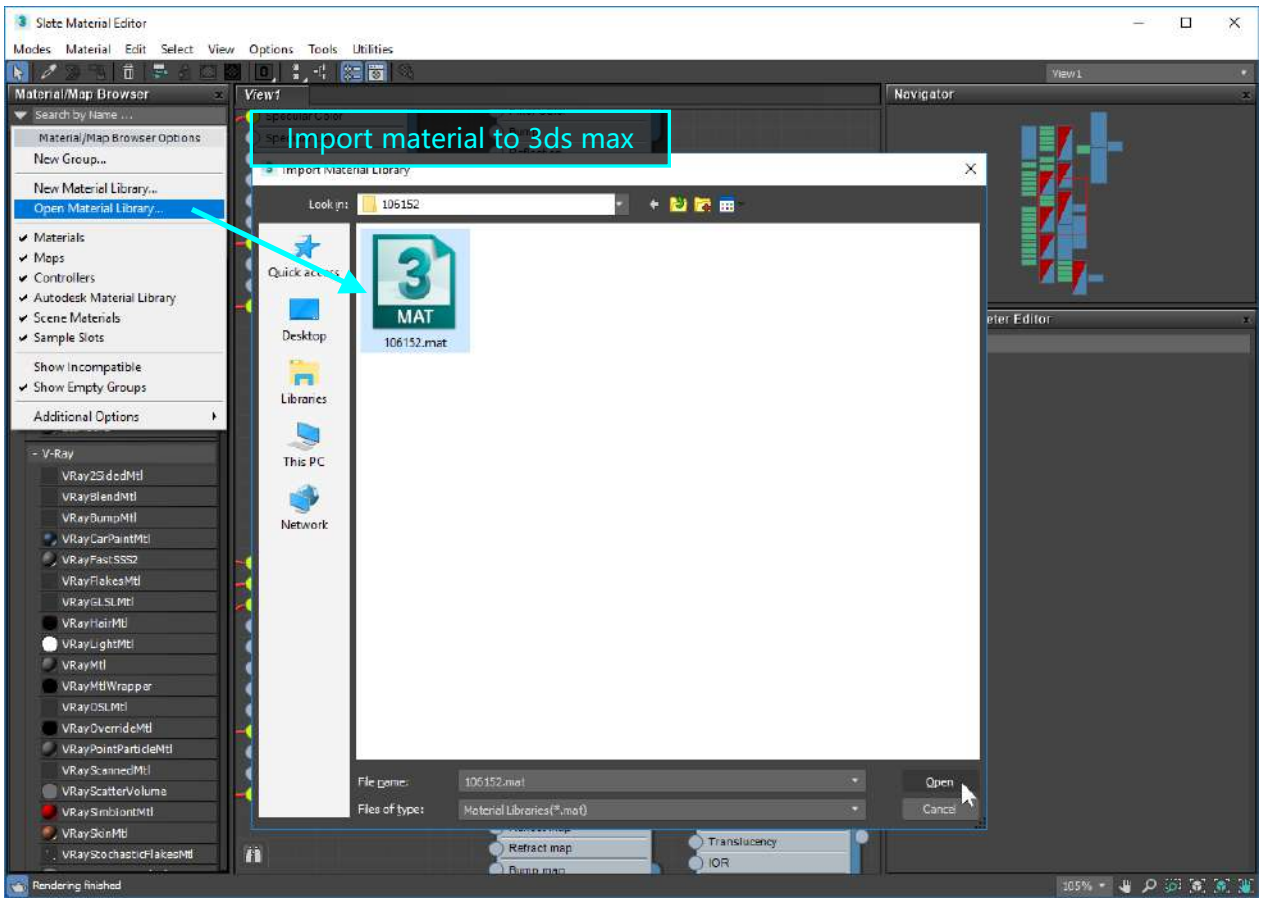

Next we need changing
ceiling and wall material

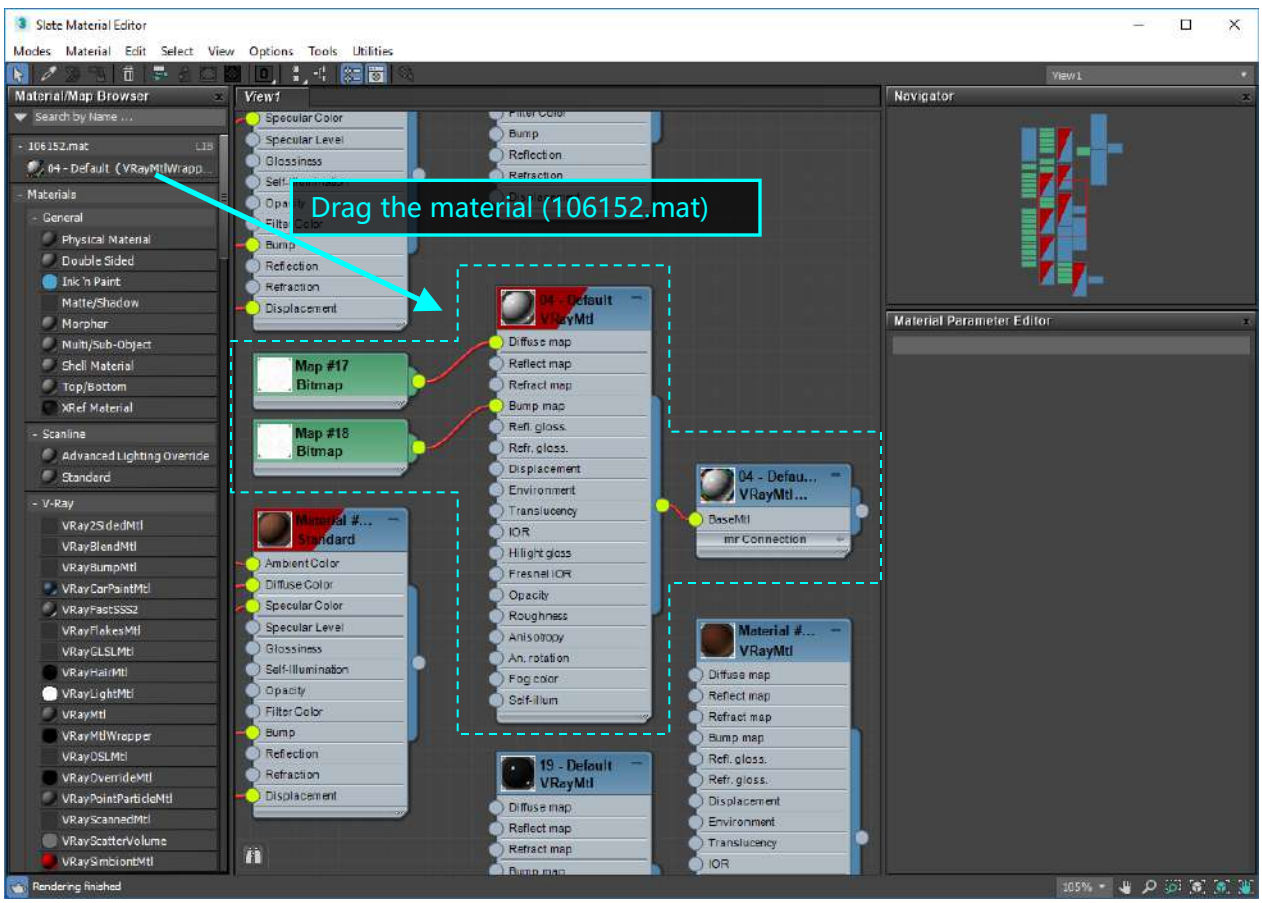

Import to Slate Material Editor
Charcoal-Ash.png
siding wood 3 AmbientOcclusionMap.png
siding wood 3 DisplacementMap.png
siding wood 3 NormalMap.png
siding wood 3 SpecularMap.png
siding wood 3 texture2.png

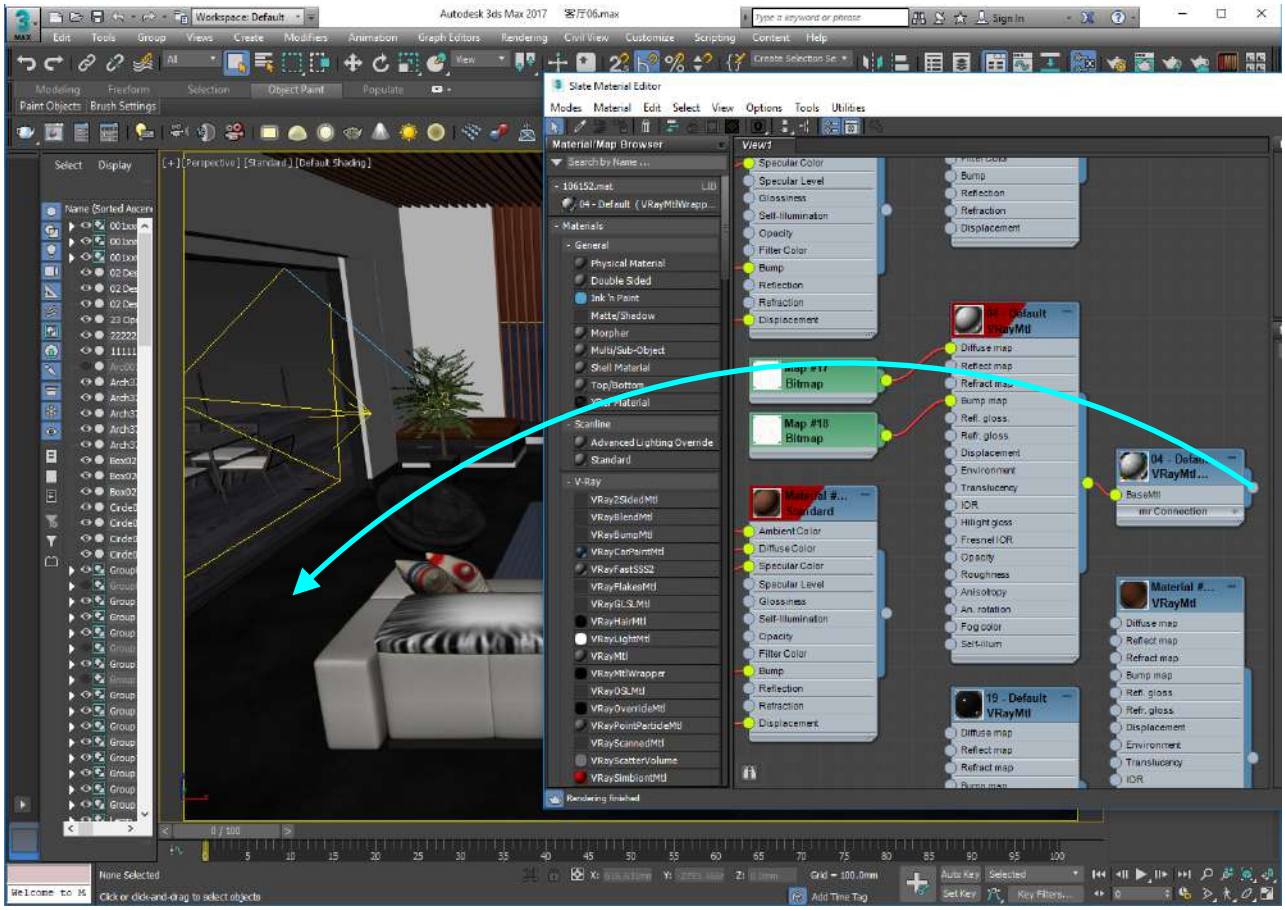

Drag it to ceiling and wall

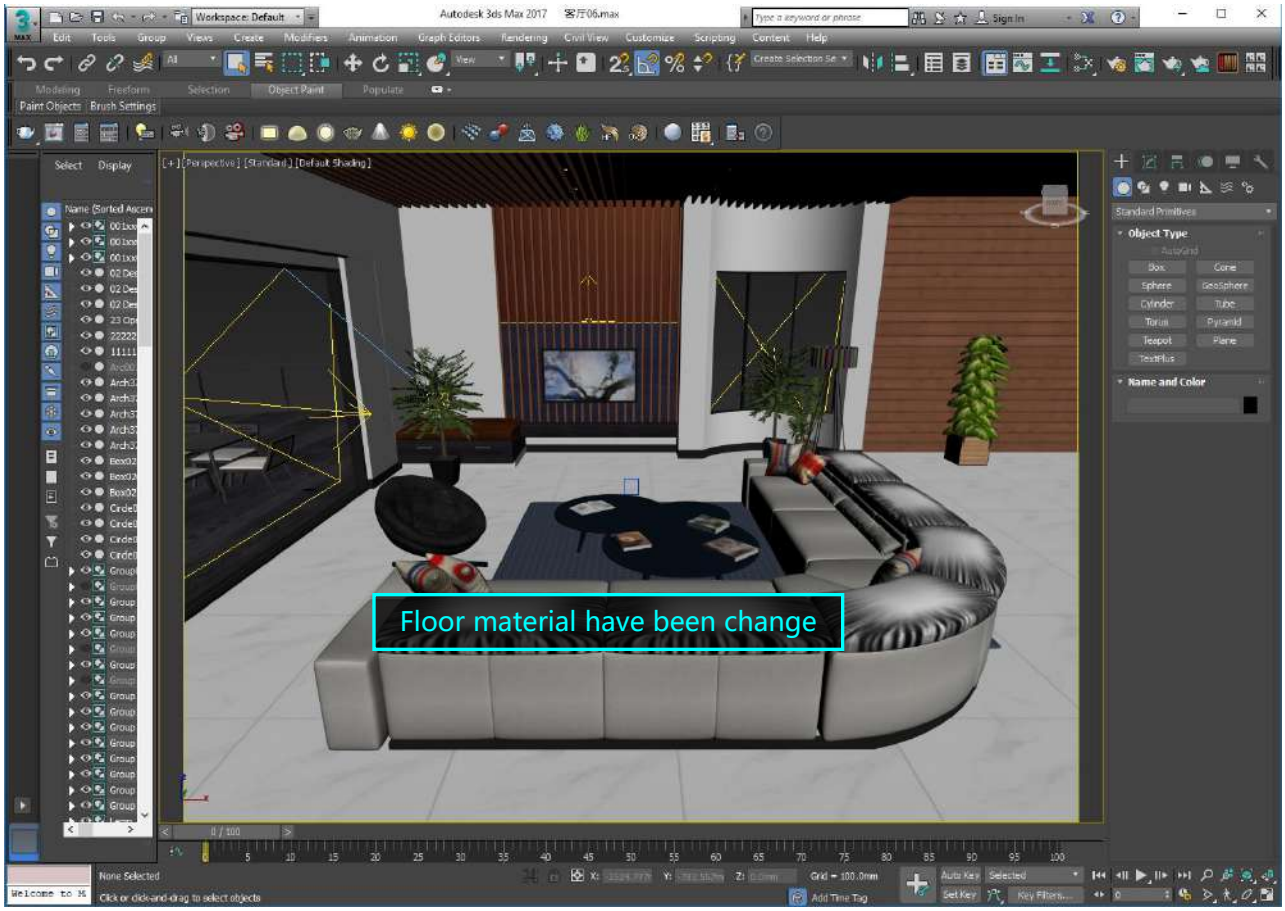

After finish ceiling and wall material,
Now we try change floor material

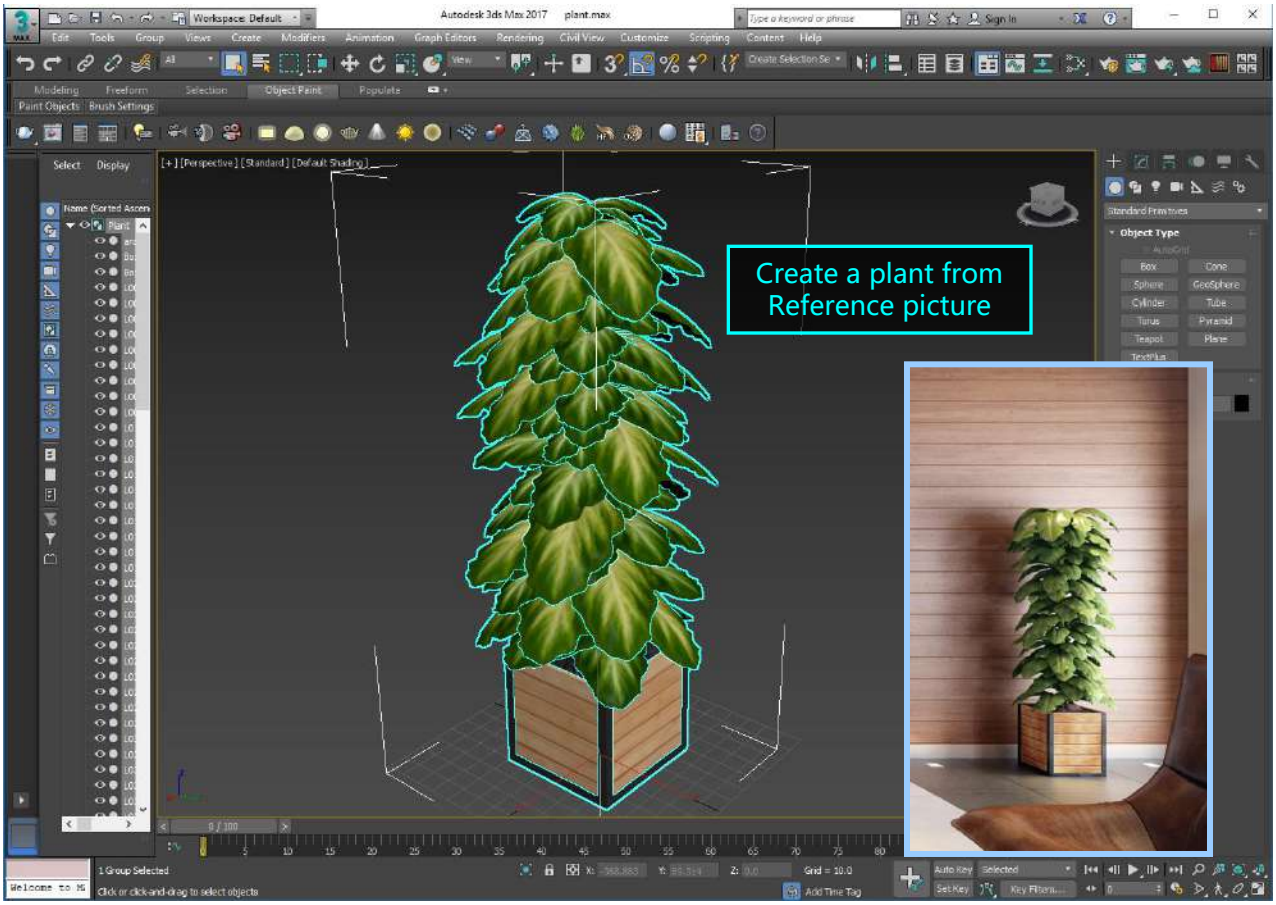

Go to 3d66.com download mable material

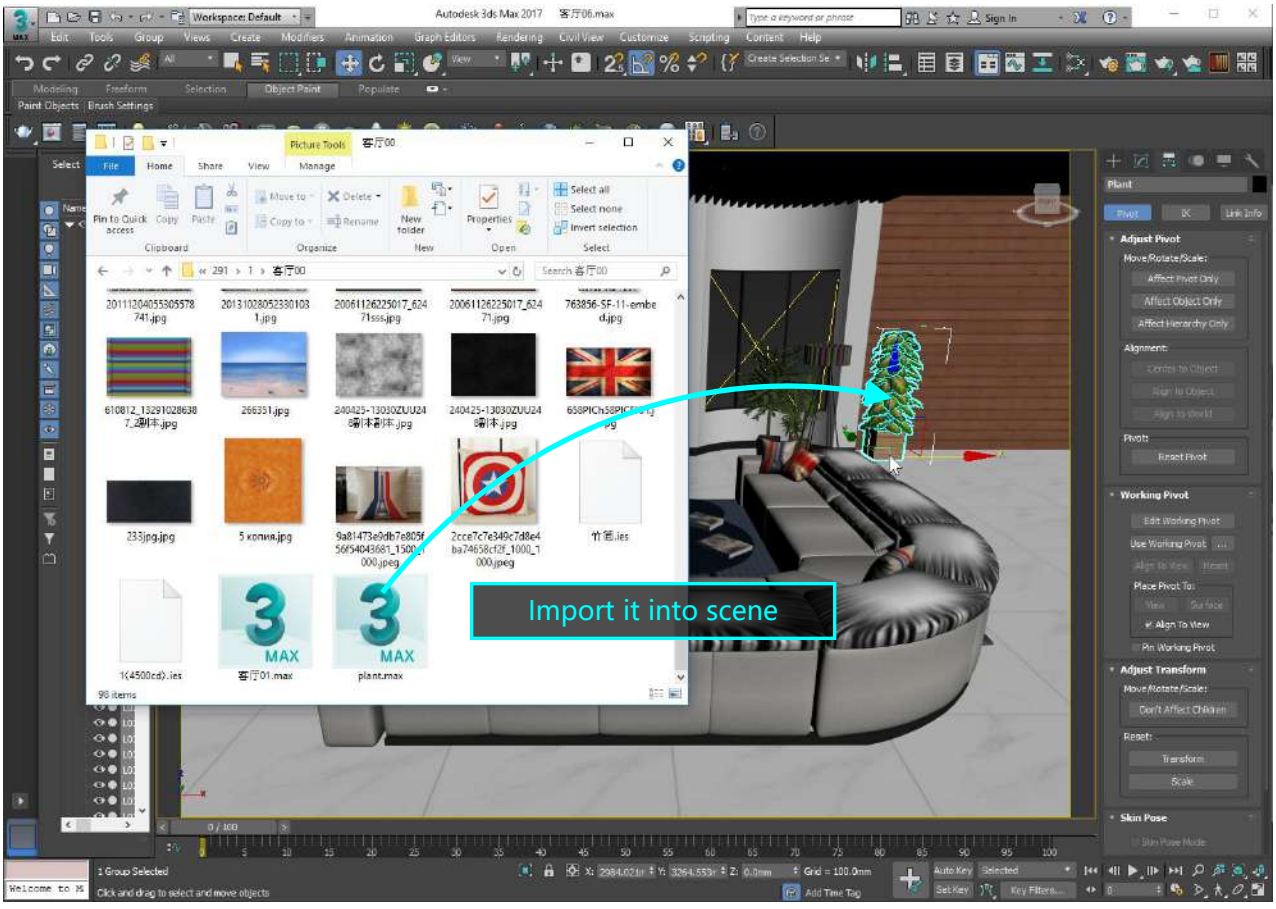

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
Material/Map Browser Options
New Group...
New Material Library...
Open Material Library...
Materials
Maps
Controllers
Autodesk Material Library
Scene Materials
Sample Slots
Show Incompatible
Show Empty Groups
Additional Options
View1
Navigator
Import material to 3ds max
Import Material Library
Look in: 106152
Quick access
Desktop
Libraries
This PC
Network
MAT
106152.mat
File name: 106152.mat
Files of type: Material Libraries(*.mat)
Open
Cancel
Rendering finished

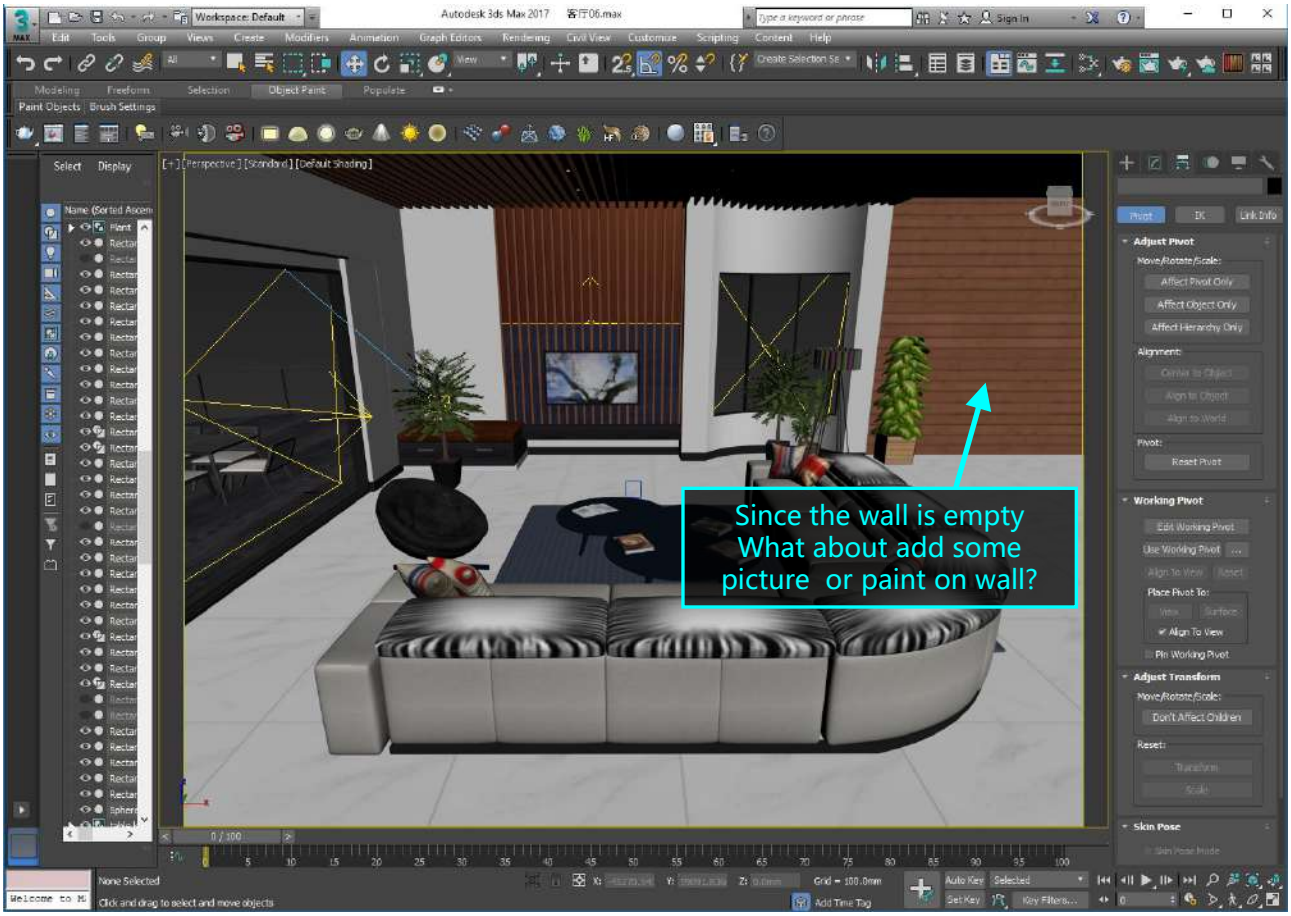

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
106152.mat
04 - Default (VRayMtlWrapp...
Materials
General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
Scanline
Advanced Lighting Override
Standard
V-Ray
VRay2SidedMtl
VRayBlendMtl
VRayBumpMtl
VRayCarPaintMtl
VRayFastSSS2
VRayFlakesMtl
VRayGLSLMtl
VRayHairMtl
VRayLightMtl
VRayMtl
VRayMtlWrapper
VRayOSLMtl
VRayOverrideMtl
VRayPointParticleMtl
VRayScannedMtl
VRayScatterVolume
VRaySimbiontMtl
View1
Navigator
Material Parameter Editor
Drag the material (106152.mat)
Specular Color
Specular Level
Glossiness
Bump
Reflection
Refraction
Displacement
Map #17 Bitmap
Map #18 Bitmap
04 - Default VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-illum
04 - Defau... VRayMtl...
BaseMtl
mr Connection
Material #... Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Reflection
Refraction
Displacement
Material #... VRayMtl
19 - Default VRayMtl
Rendering finished

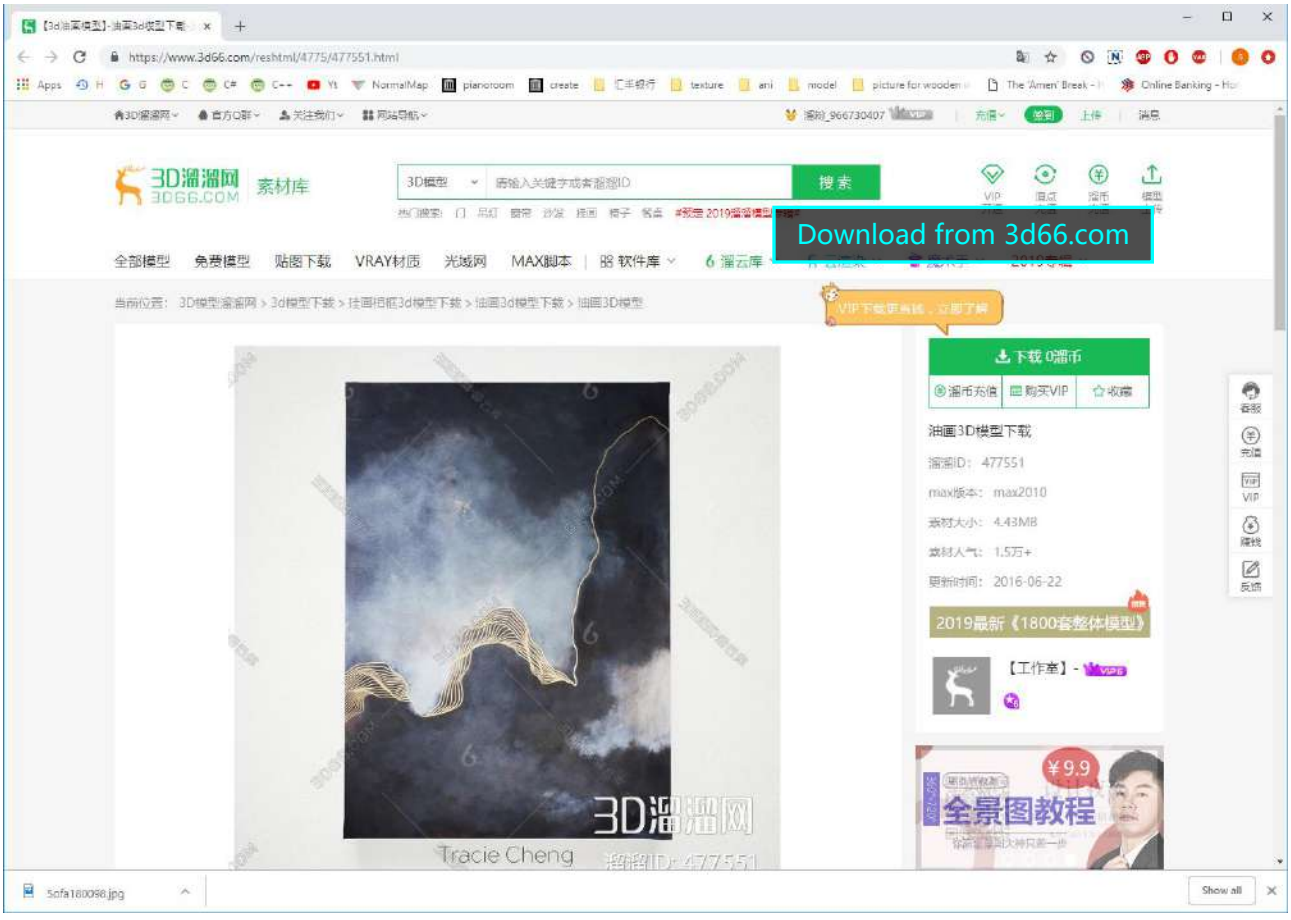


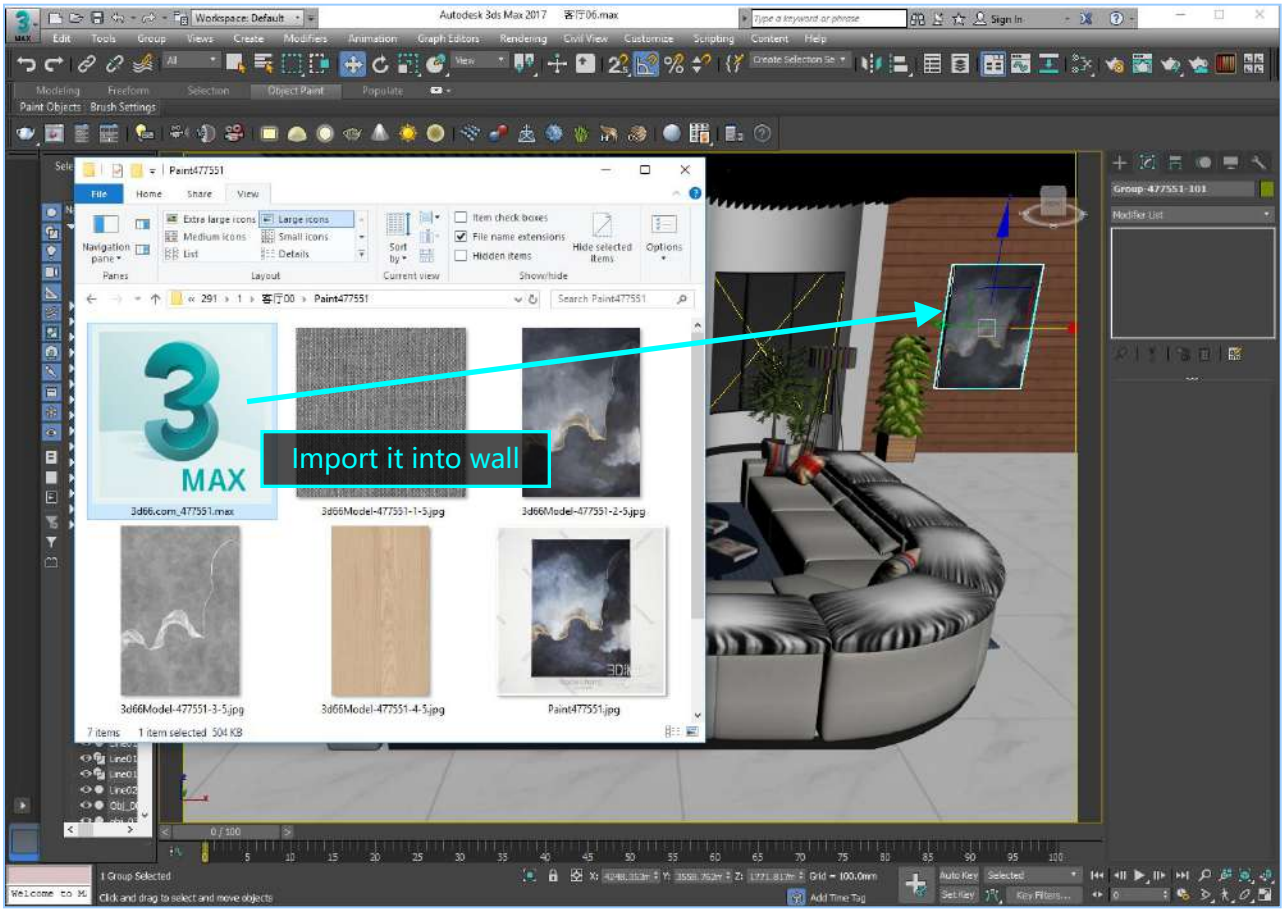

Floor material have been change

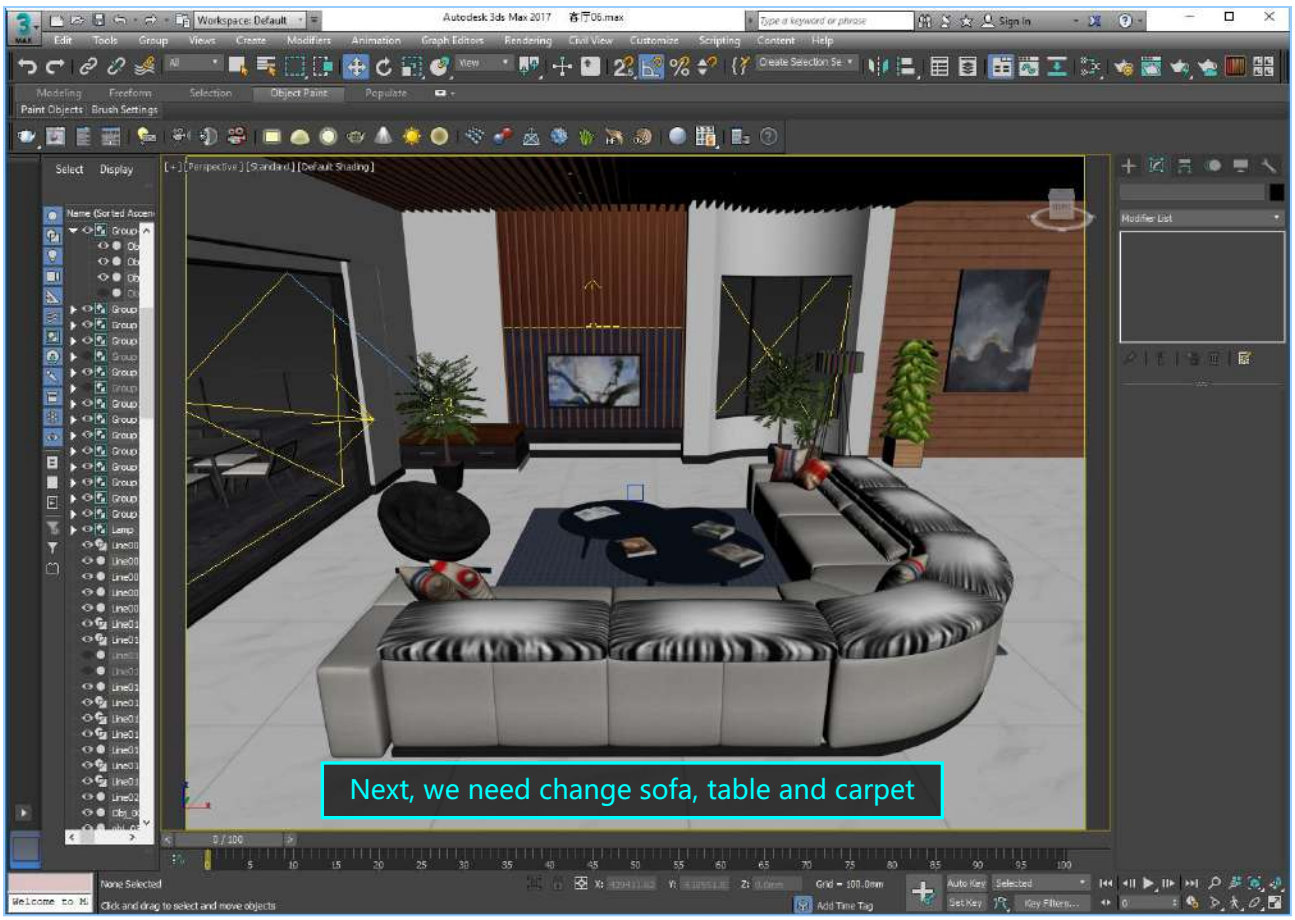

Create a plant from Reference picture


Import it into scene


Since the wall is empty
What about add some
picture or paint on wall?


Download from 3d66.com
Tracie Cheng


Import it into wall


Next, we need change sofa, table and carpet

3D溜溜网
素材库
搜索
Download from 3d66.com
全部模型
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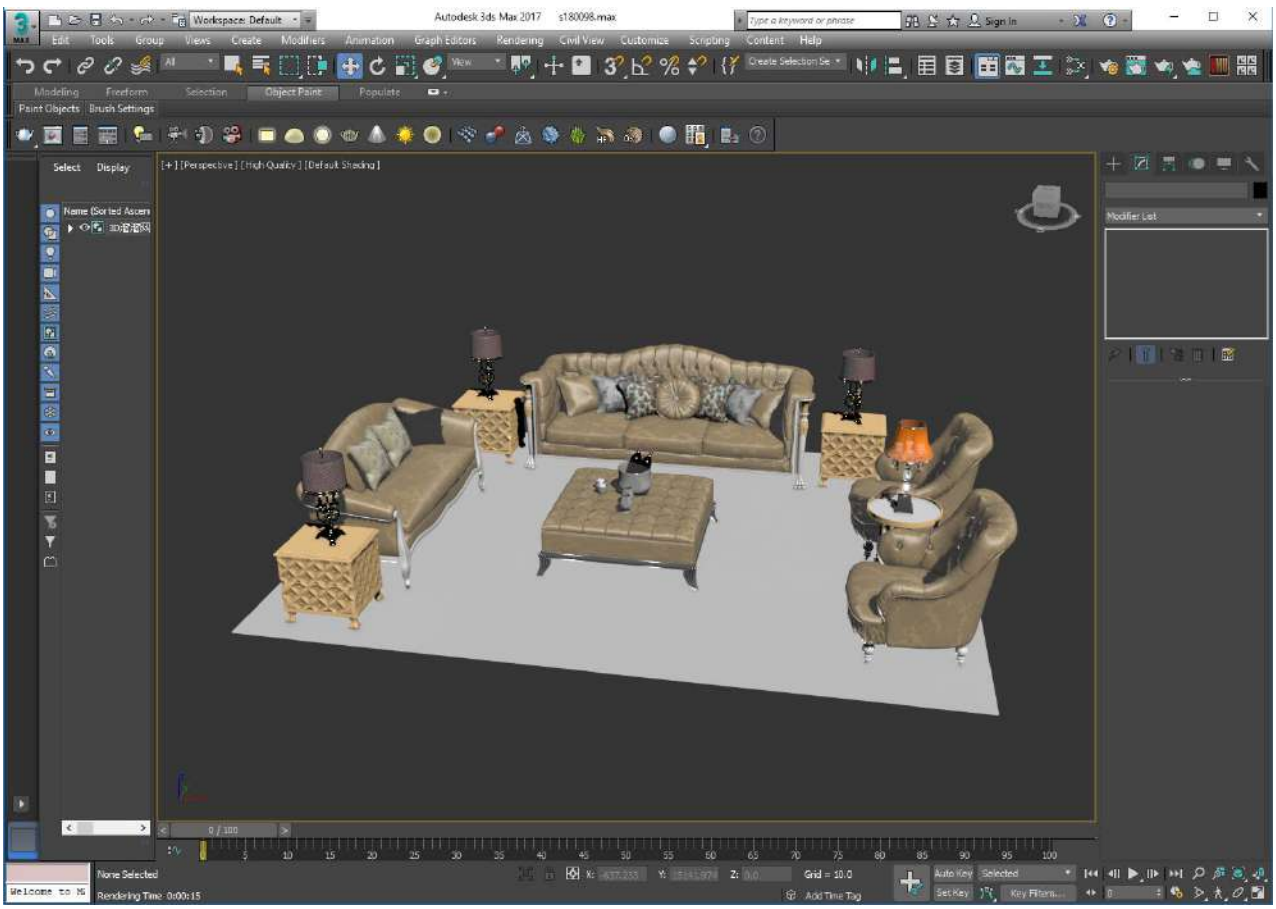
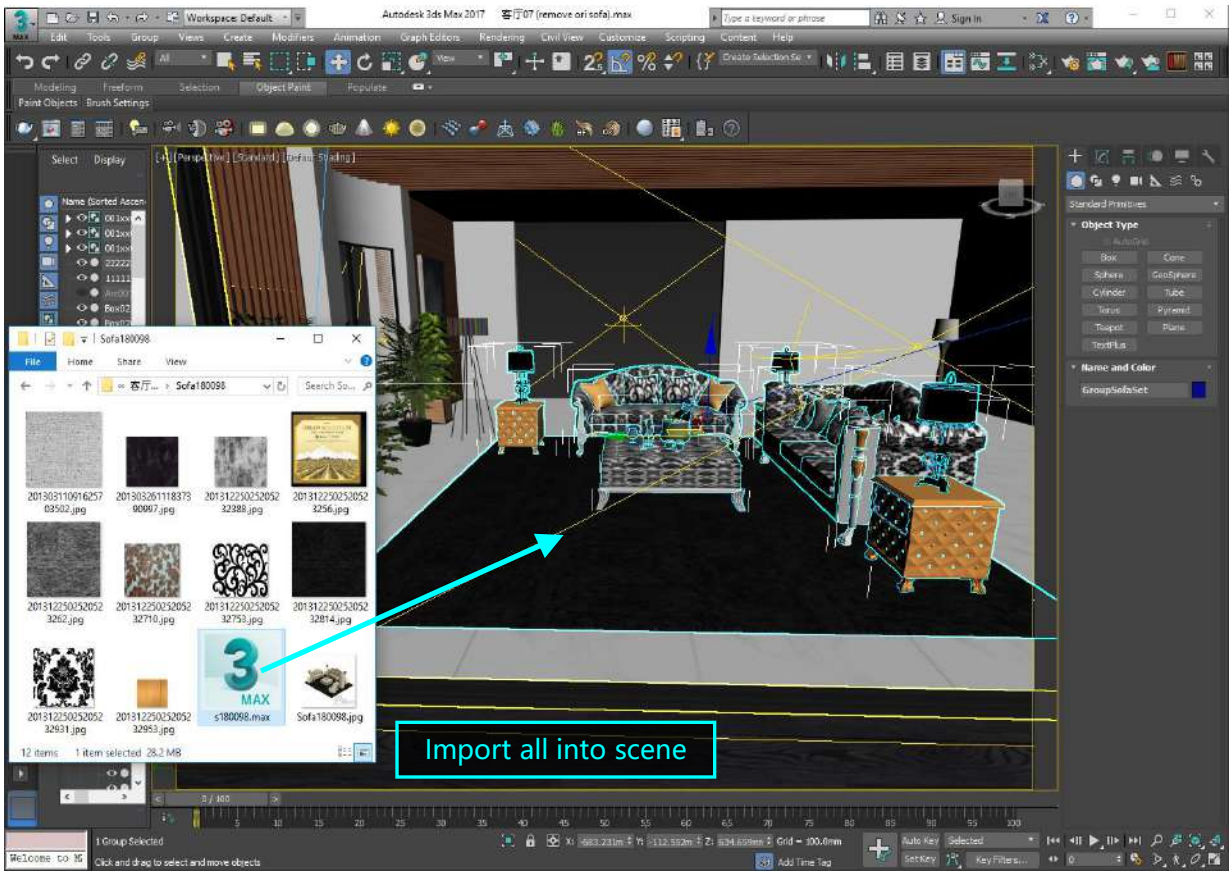
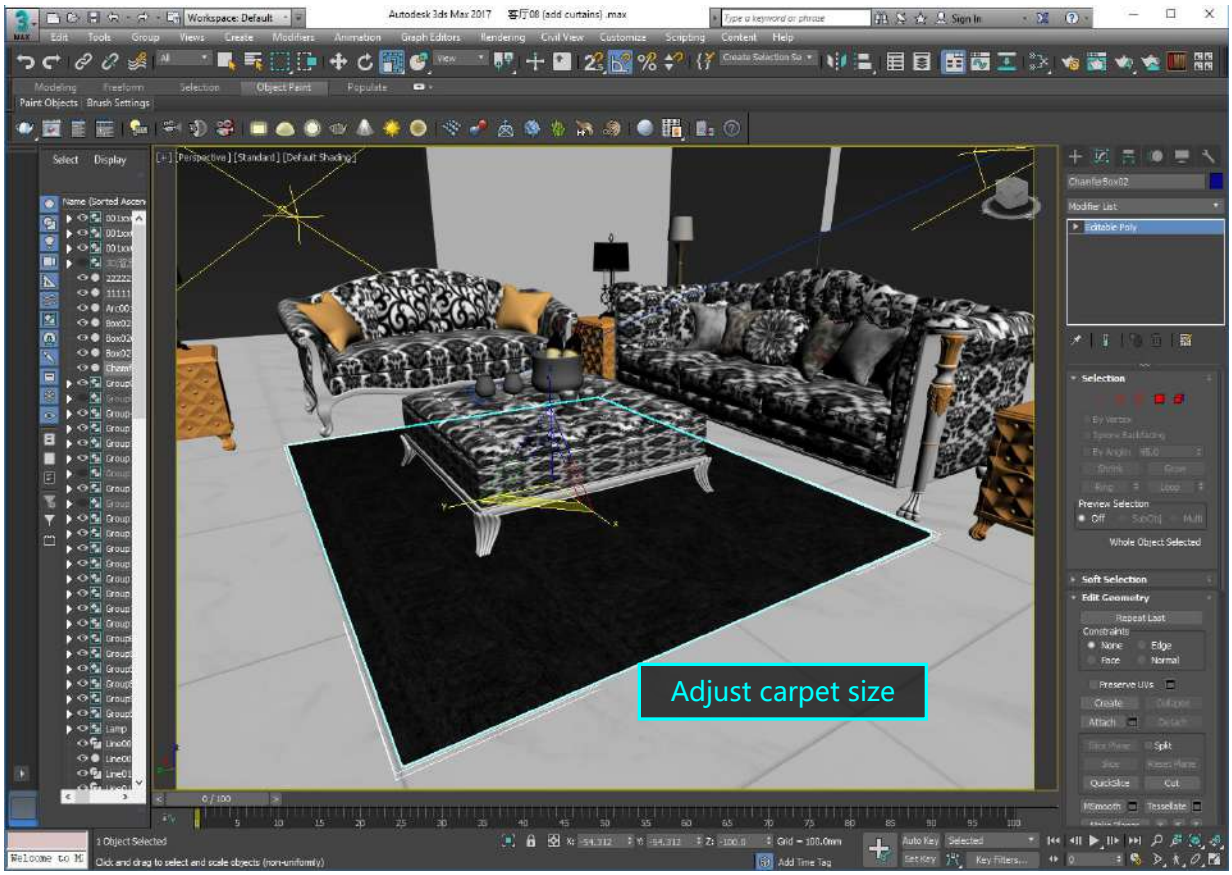
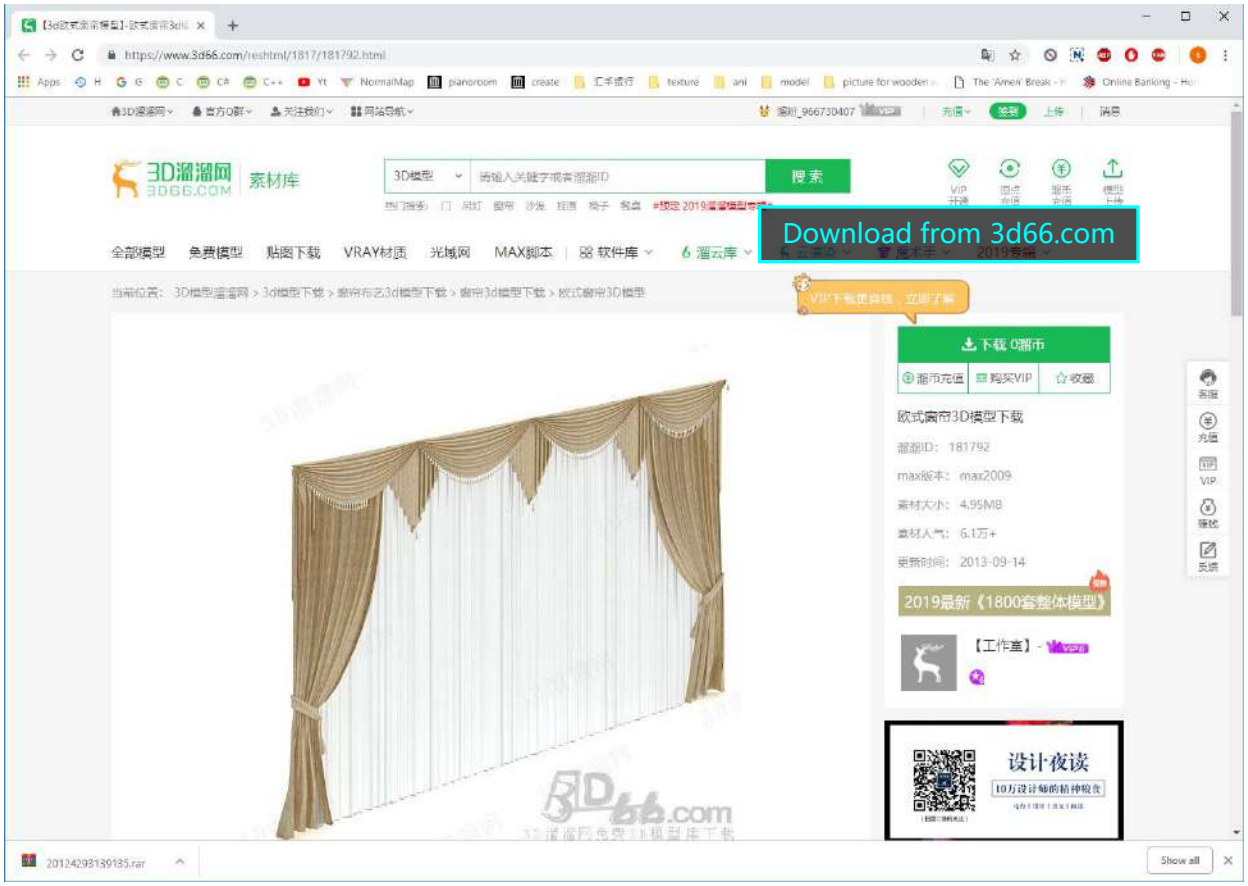
VRAY材质
光域网
MAX脚本
欧式沙发茶几组合3D模型下载
¥9.9
全景图教程


Autodesk 3ds Max 2017
Modeling
Freeform
Selection
Object Paint
Populate
Select
Display
[+] [Perspective] [High Quality] [Default Shading]


Import all into scene


Adjust carpet size

Now we need add curtains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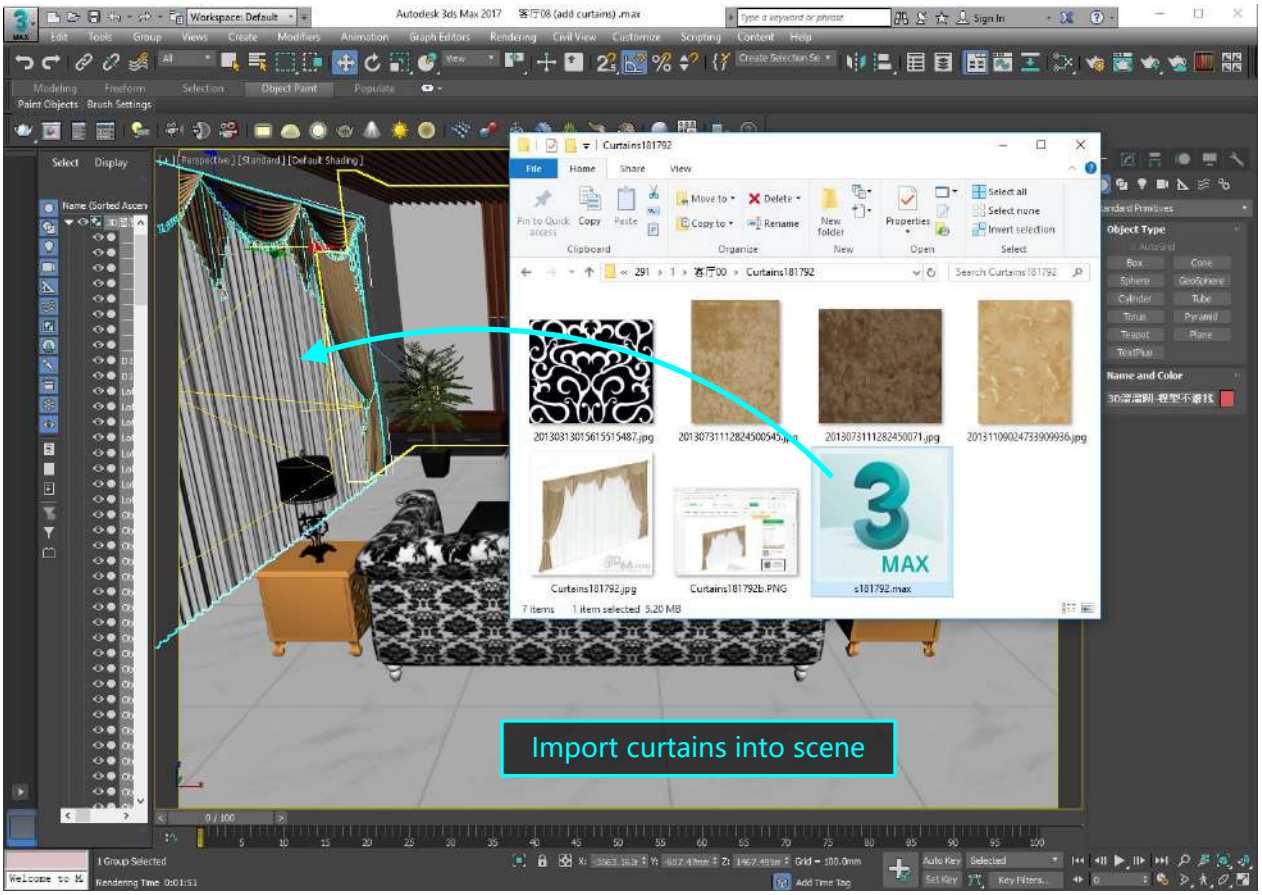
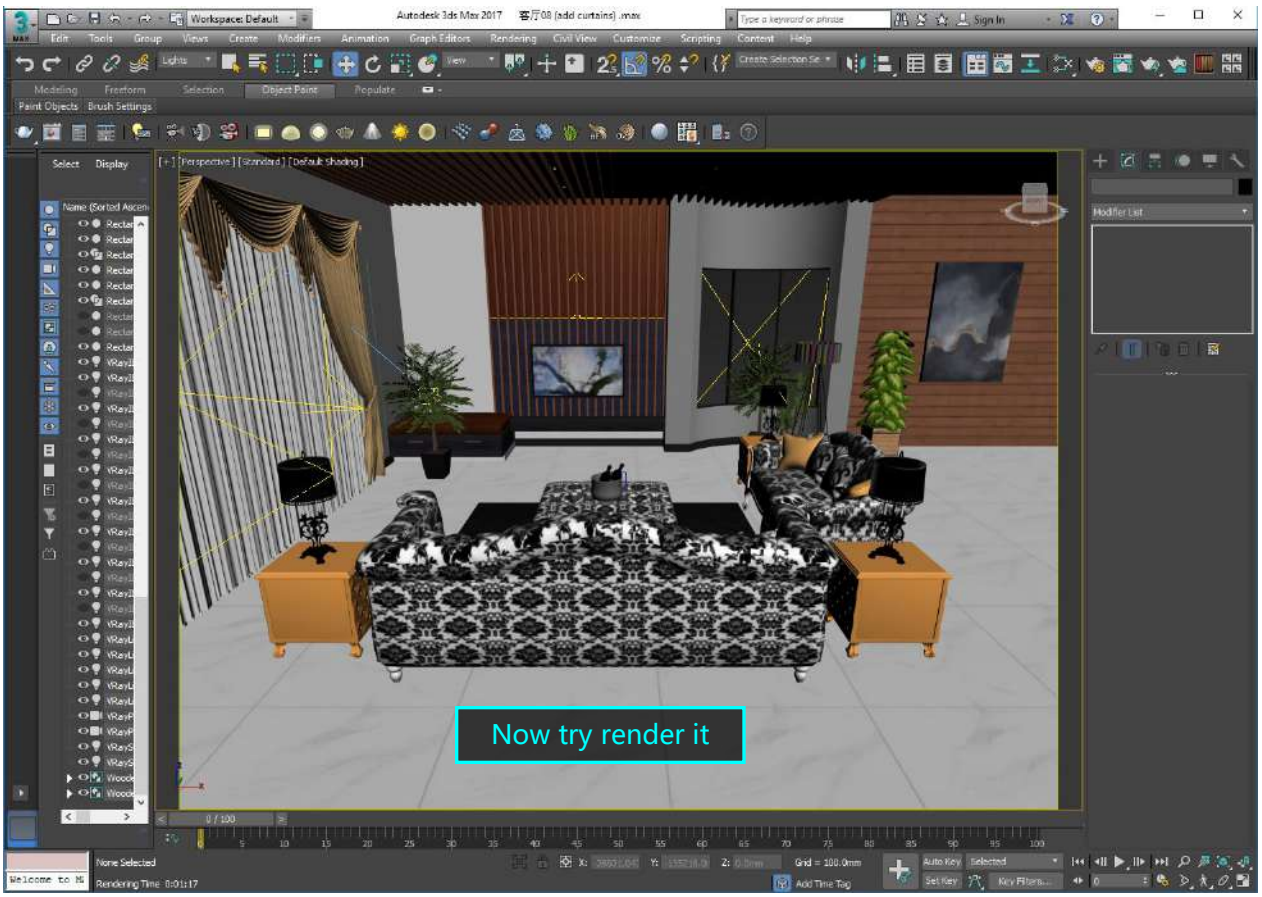
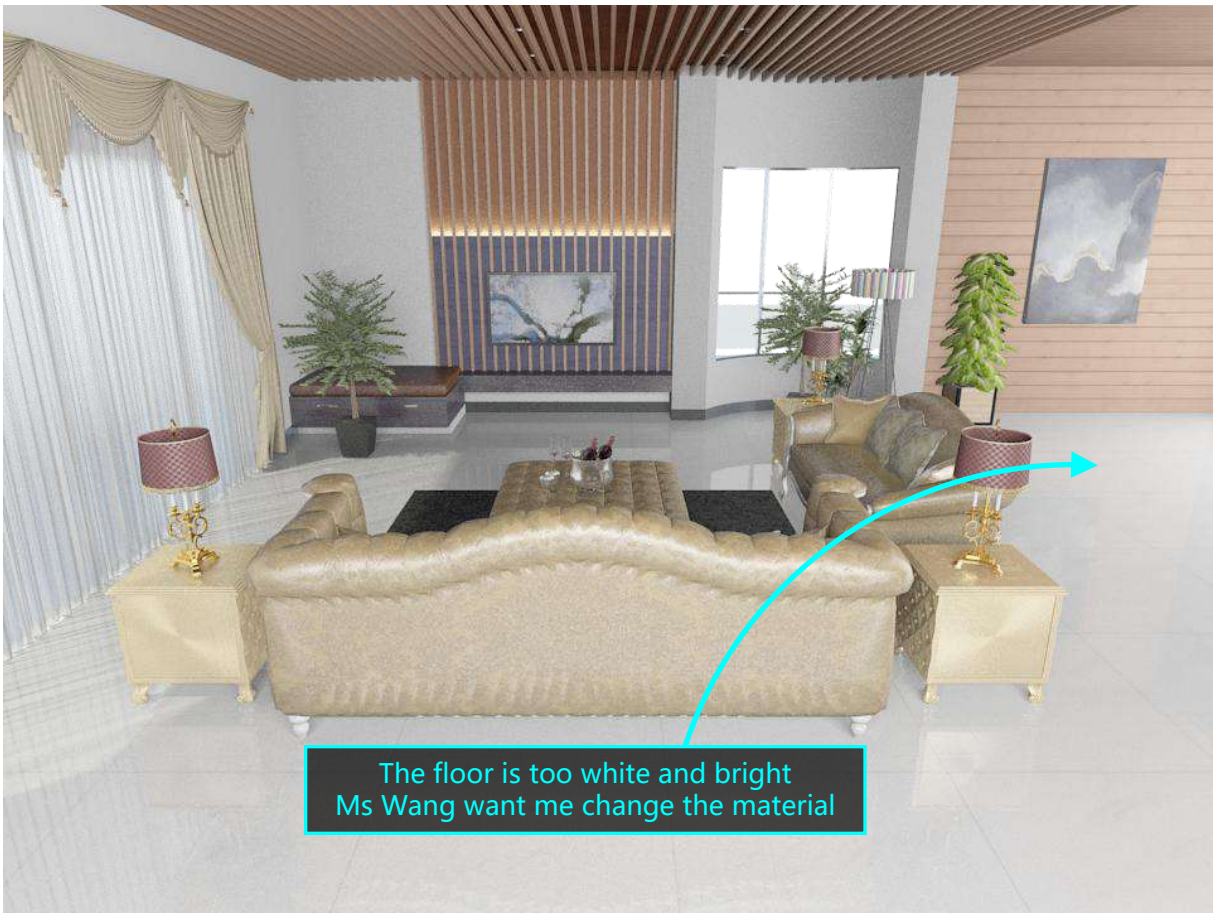
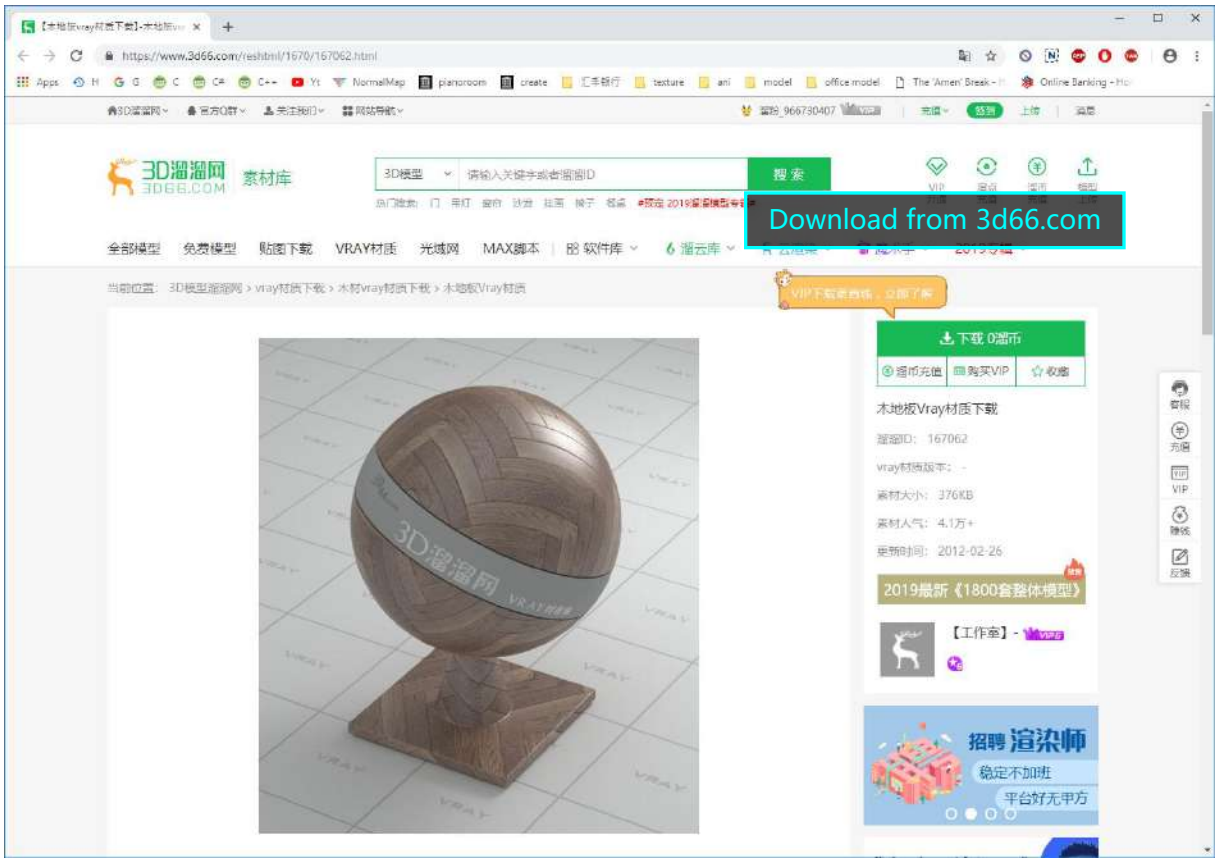
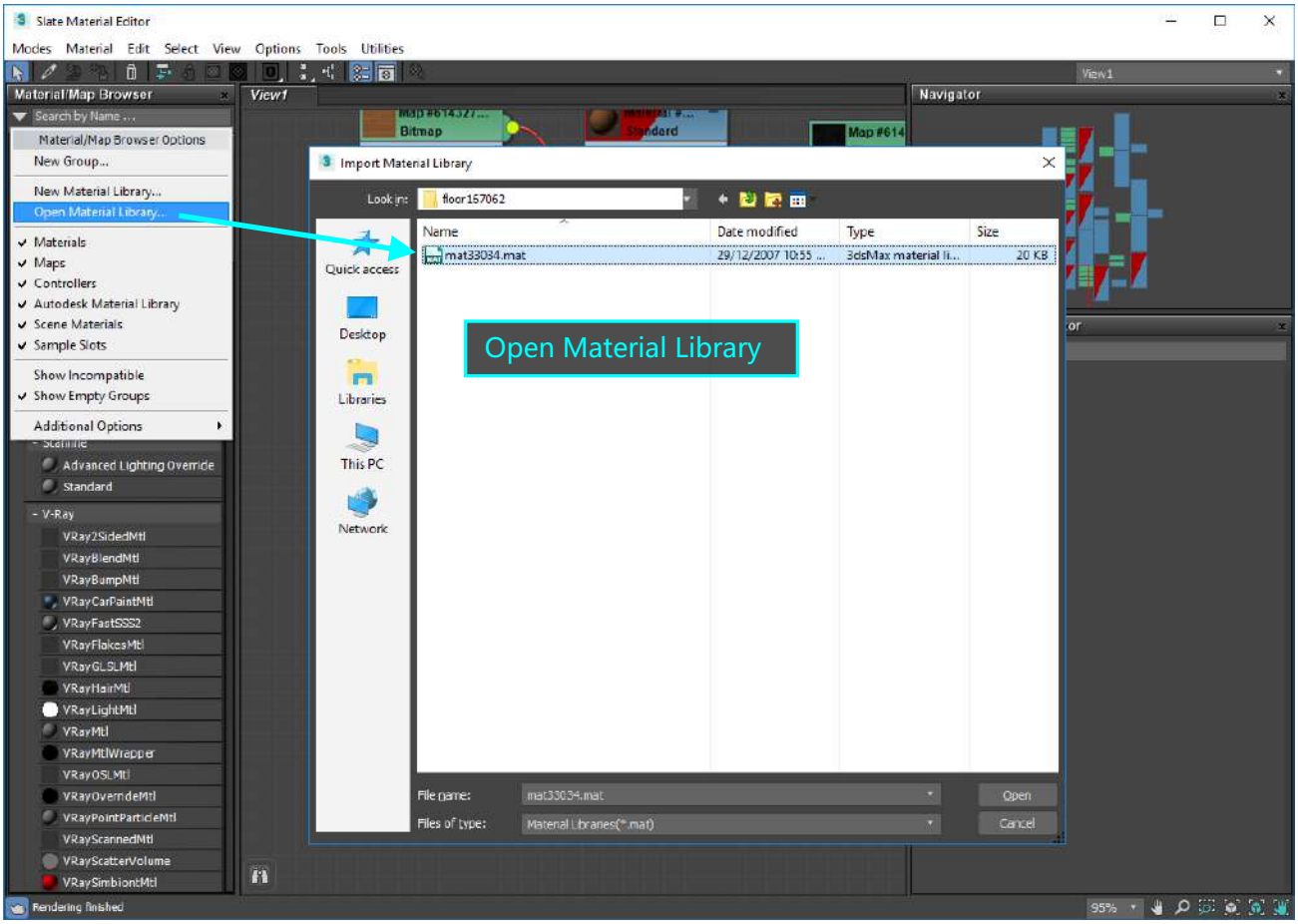
素材库
搜索
全部模型
免费模型
贴图下载
VRAY材质
光域网
MAX脚本
欧式窗帘3D模型下载
2019最新《1800套整体模型》
设计夜读

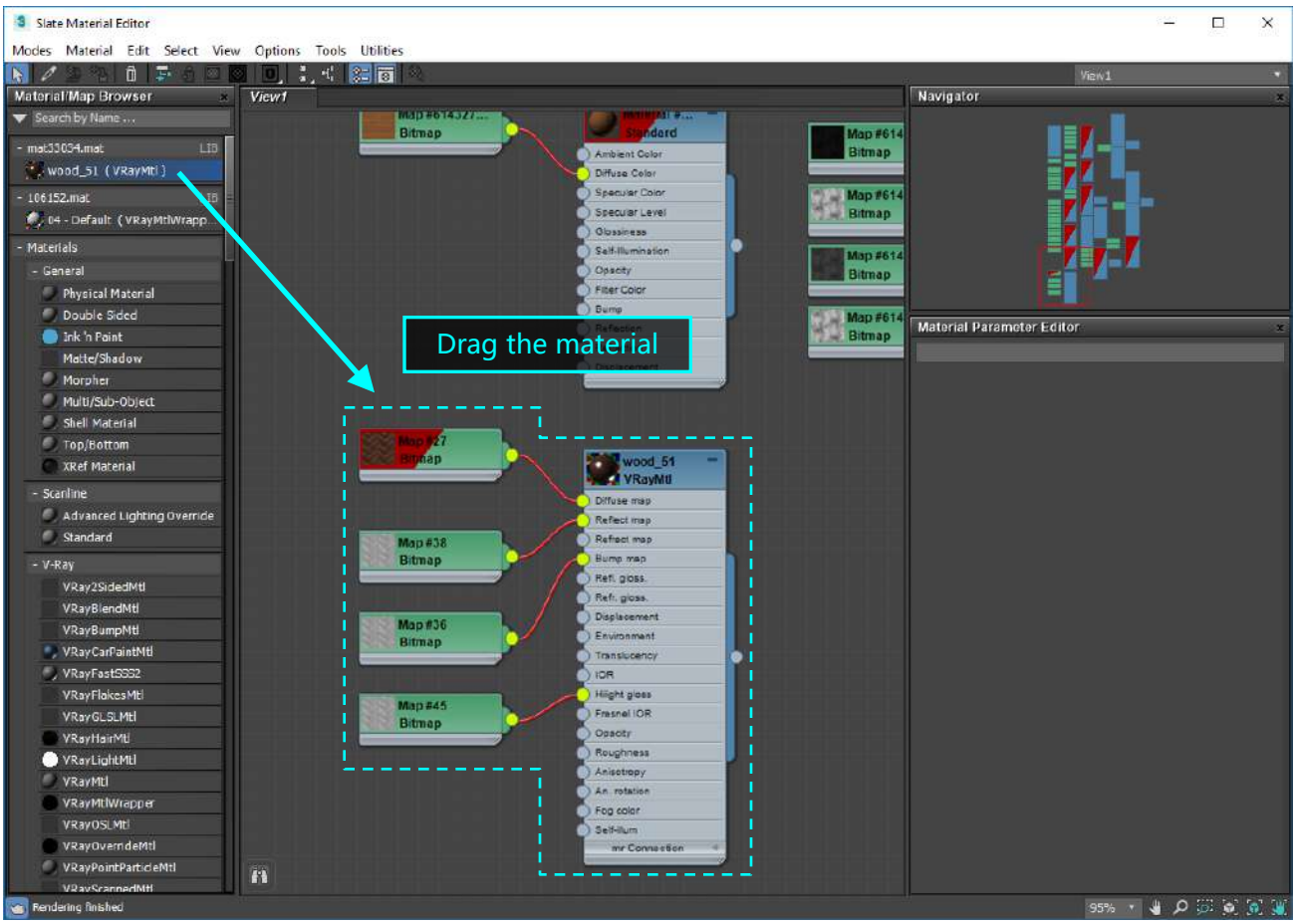

Import curtains into scene

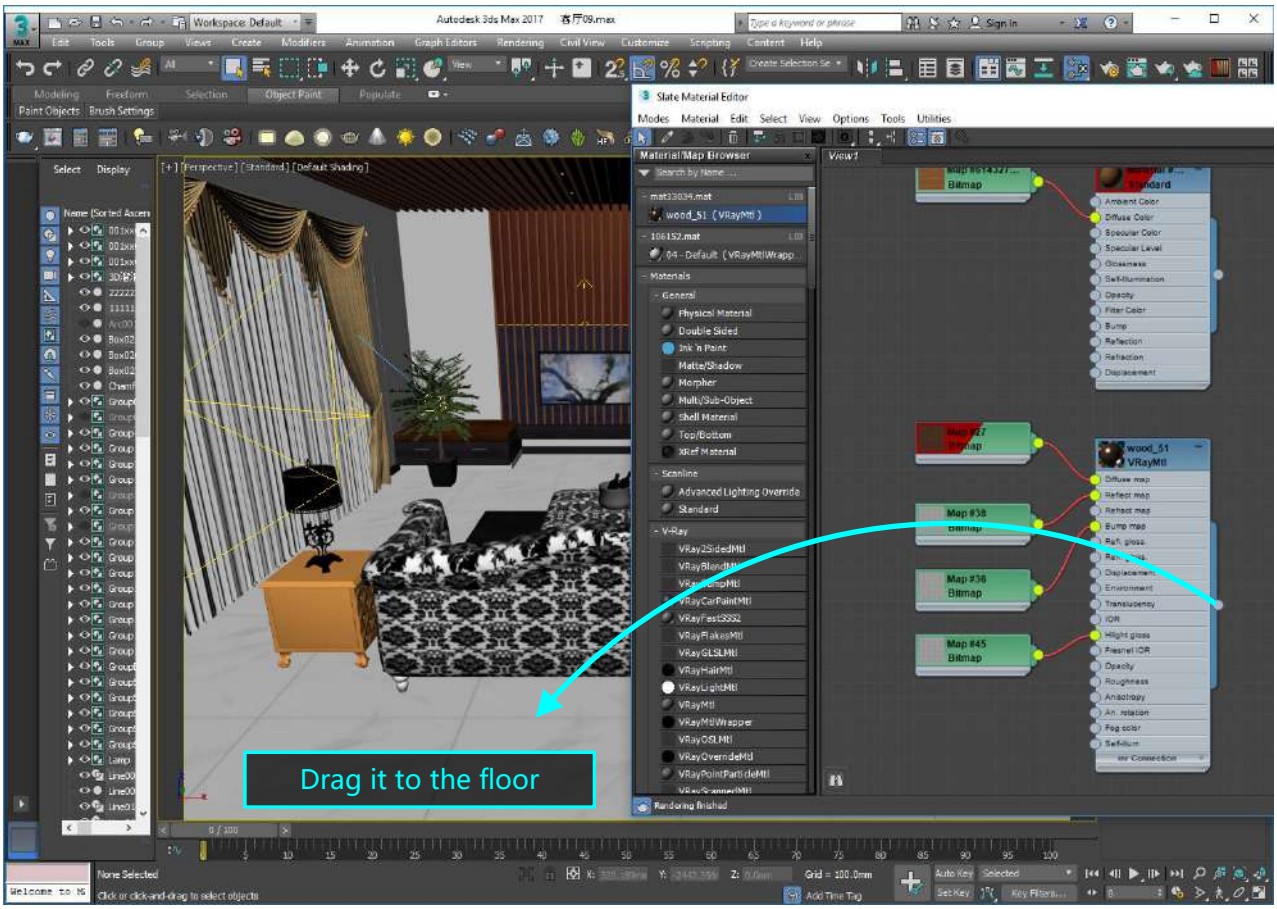

Now try render it

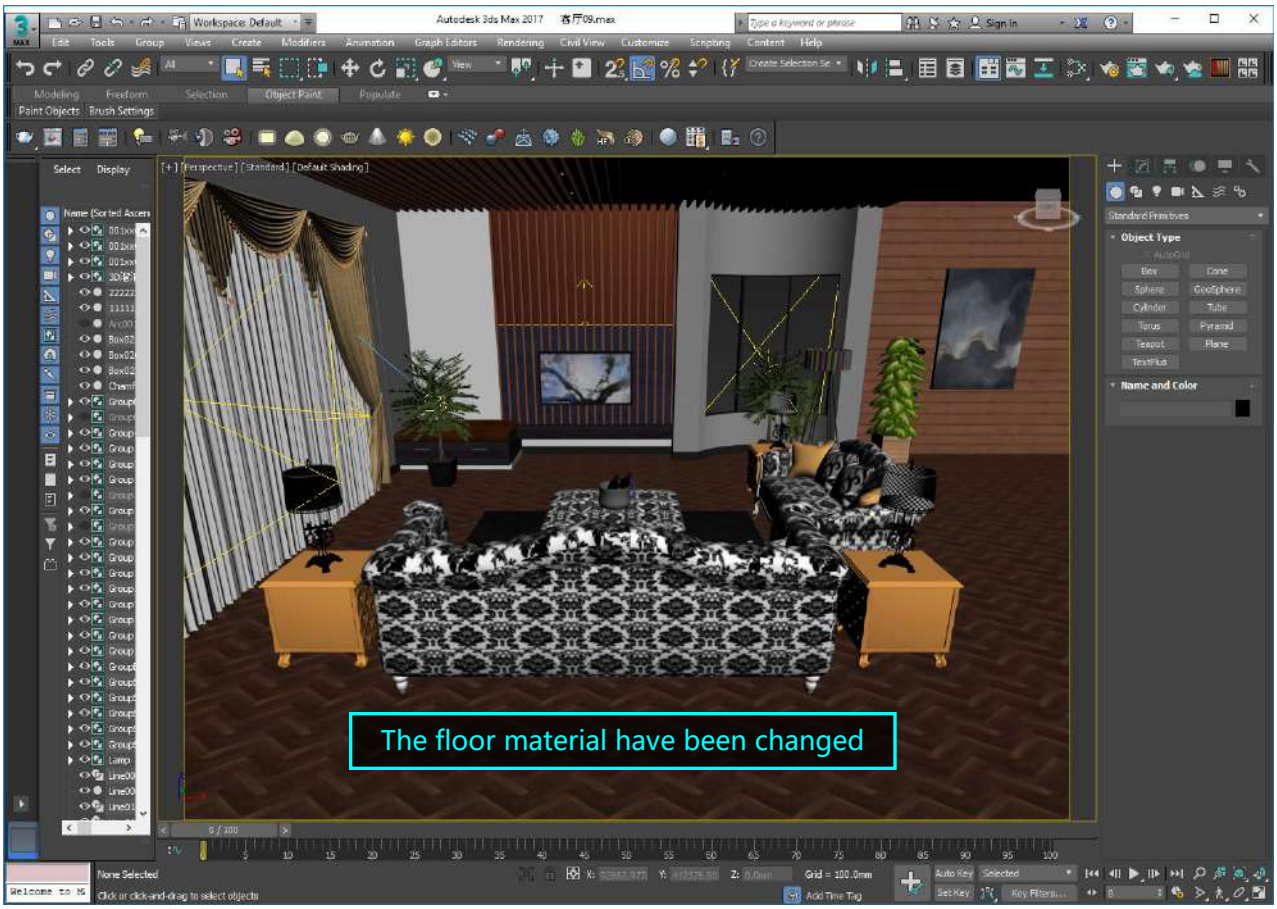

The floor is too white and bright
Ms Wang want me change the material

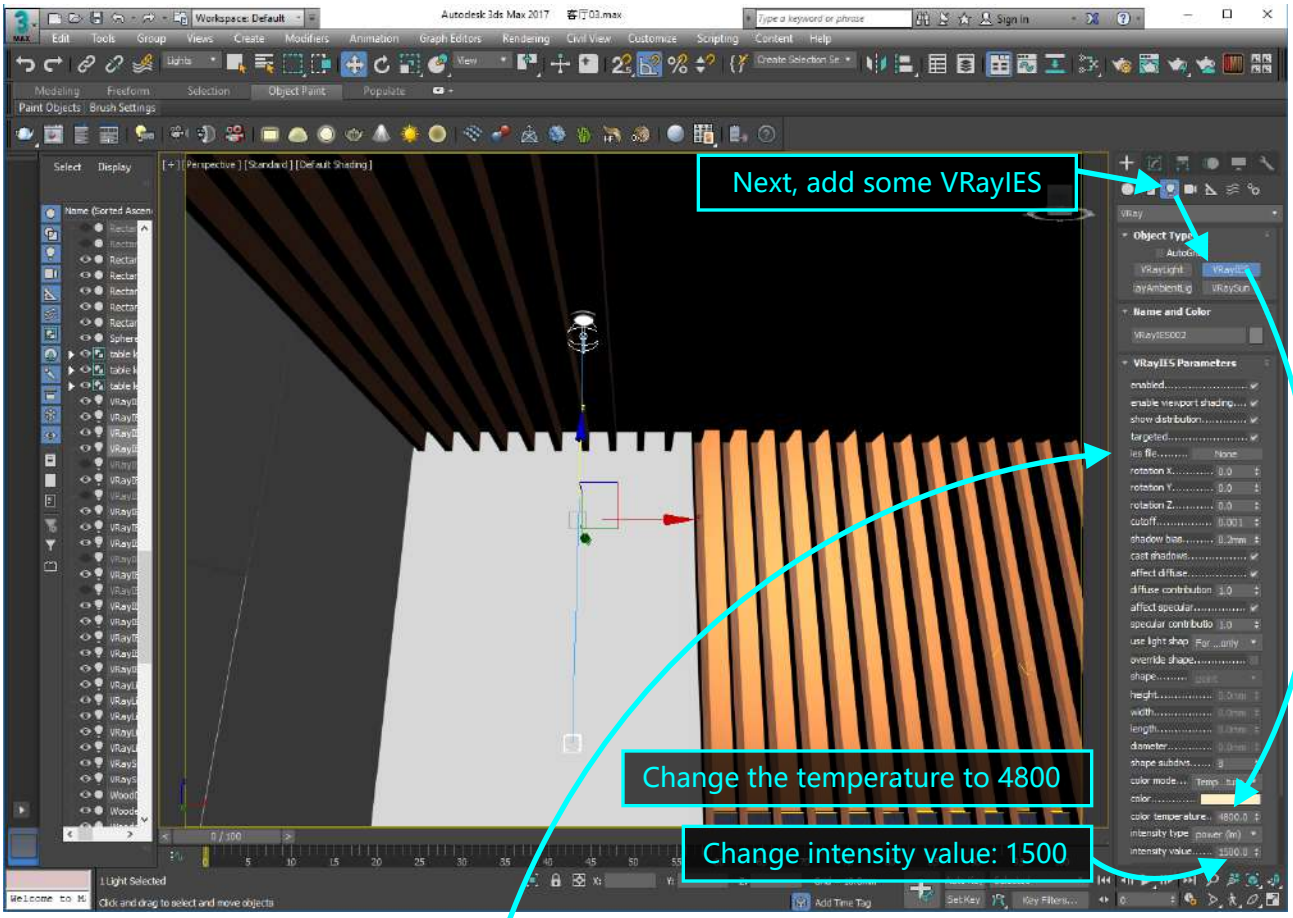

Download from 3d66.com

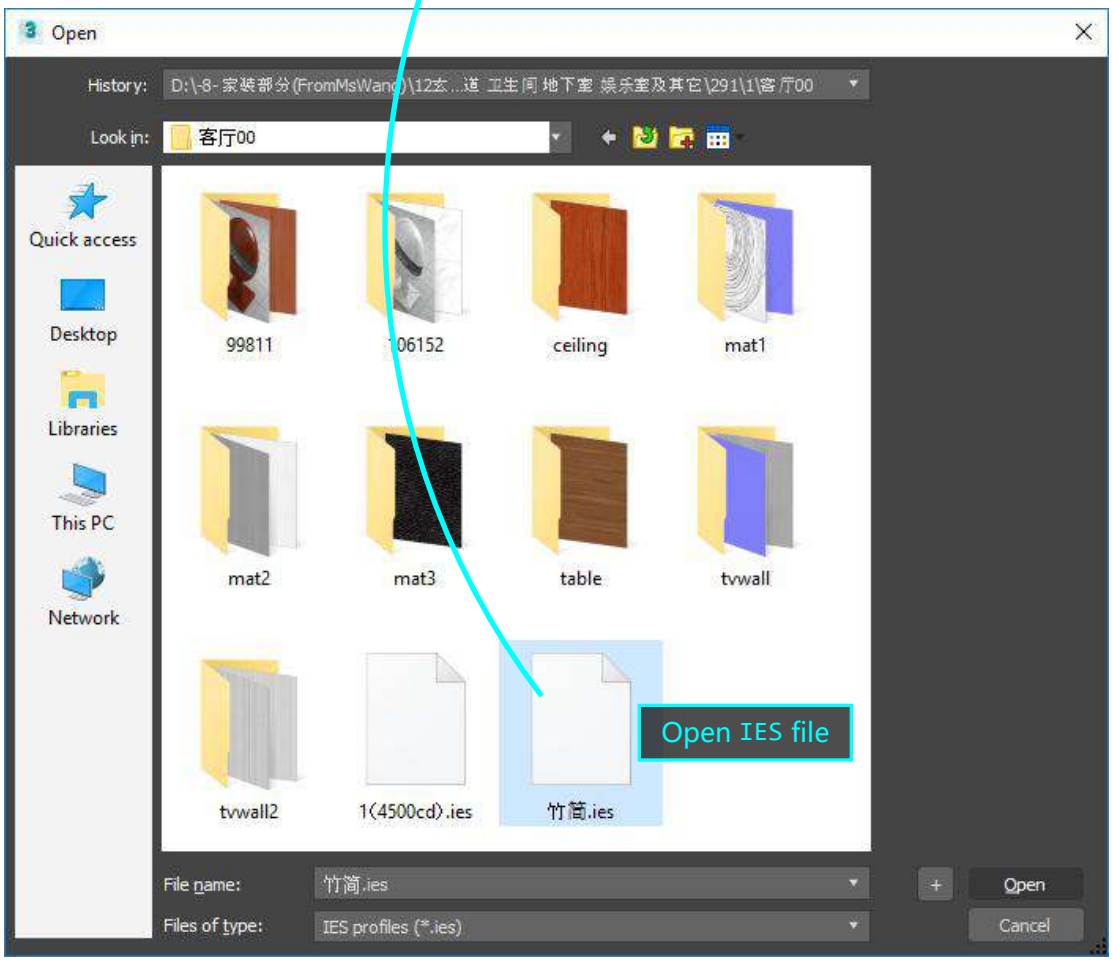

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
Material/Map Browser Options
New Group...
New Material Library...
Open Material Library...
Materials
Maps
Controllers
Autodesk Material Library
Scene Materials
Sample Slots
Show Incompatible
Show Empty Groups
Additional Options
View1
Navigator
Import Material Library
Look in: floor157062
Name
Date modified
Type
Size
mat33034.mat
29/12/2007 10:55 ...
3dsMax material li...
20 KB
Quick access
Desktop
Libraries
This PC
Network
Open Material Library
File name: mat33034.mat
Files of type: Material Libraries(*.mat)
Open
Cancel
Rendering finished

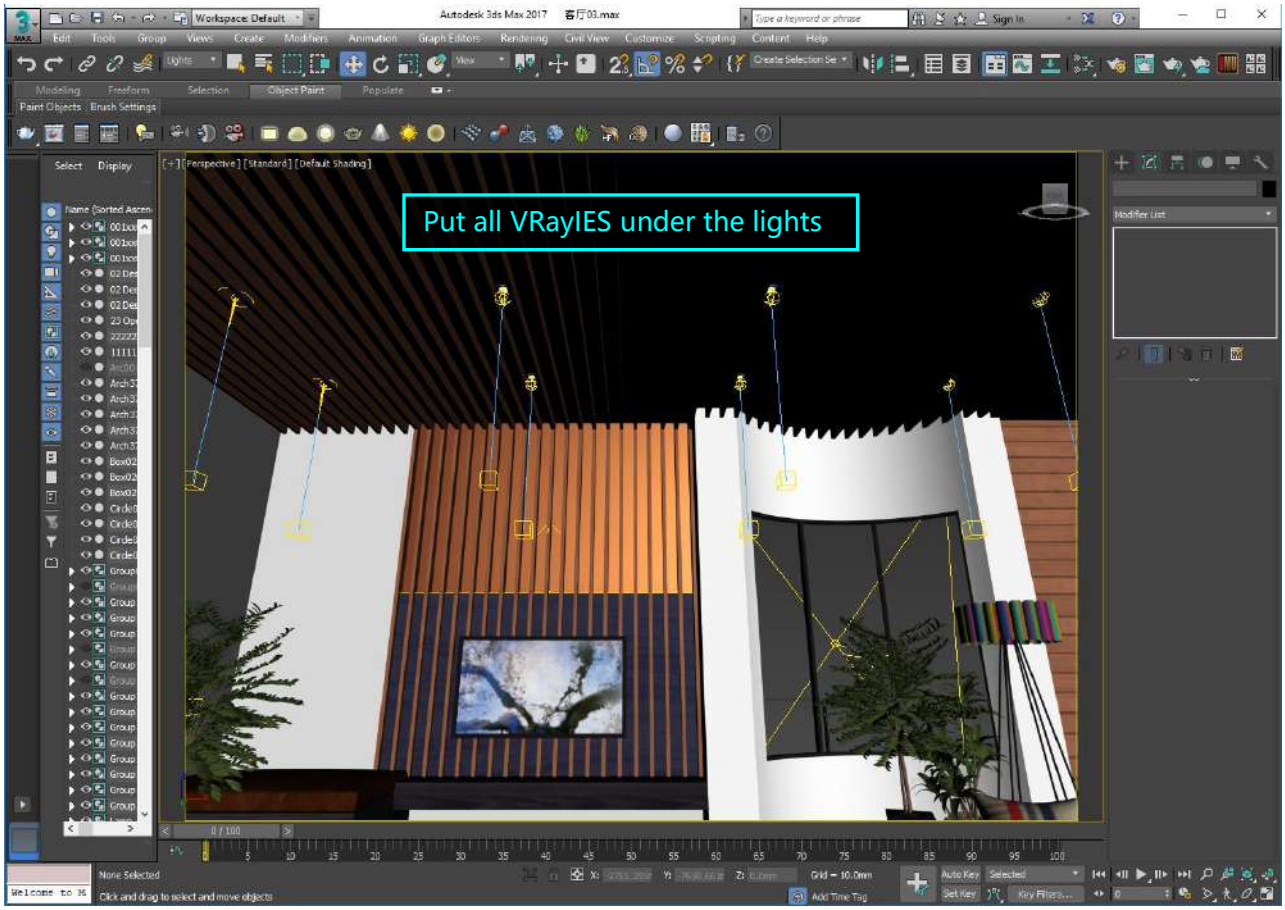

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
mat33034.mat
wood_51 (VRayMtl)
106152.mat
04 - Default (VRayMtlWrapp...
Materials
General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
Scanline
Advanced Lighting Override
Standard
V-Ray
VRay2SidedMtl
VRayBlendMtl
VRayBumpMtl
VRayCarPaintMtl
VRayFastSSS2
VRayFlakesMtl
VRayGLSLMtl
VRayHairMtl
VRayLightMtl
VRayMtl
VRayMtlWrapper
VRayOSLMtl
VRayOverrideMtl
VRayPointParticleMtl
VRayScannedMtl
View1
Navigator
Material Parameter Editor
Drag the material
Bitmap
Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Map #614 Bitmap
Map #27 Bitmap
Map #38 Bitmap
Map #36 Bitmap
Map #45 Bitmap
wood_51 VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-Illum
mr Connection
Rendering finished


Drag it to the floor

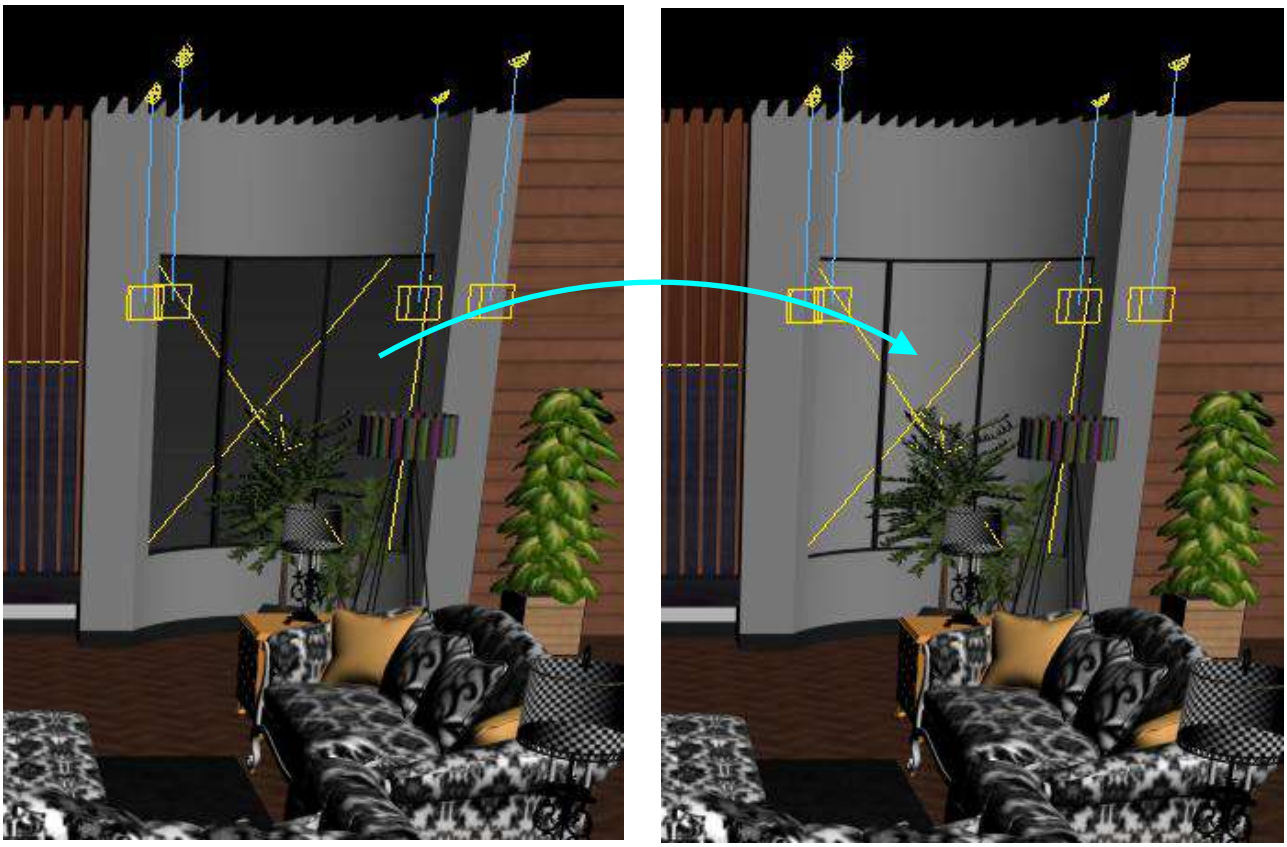

The floor material have been changed


Next, add some VRayIES
Change the temperature to 4800
Change intensity value: 1500

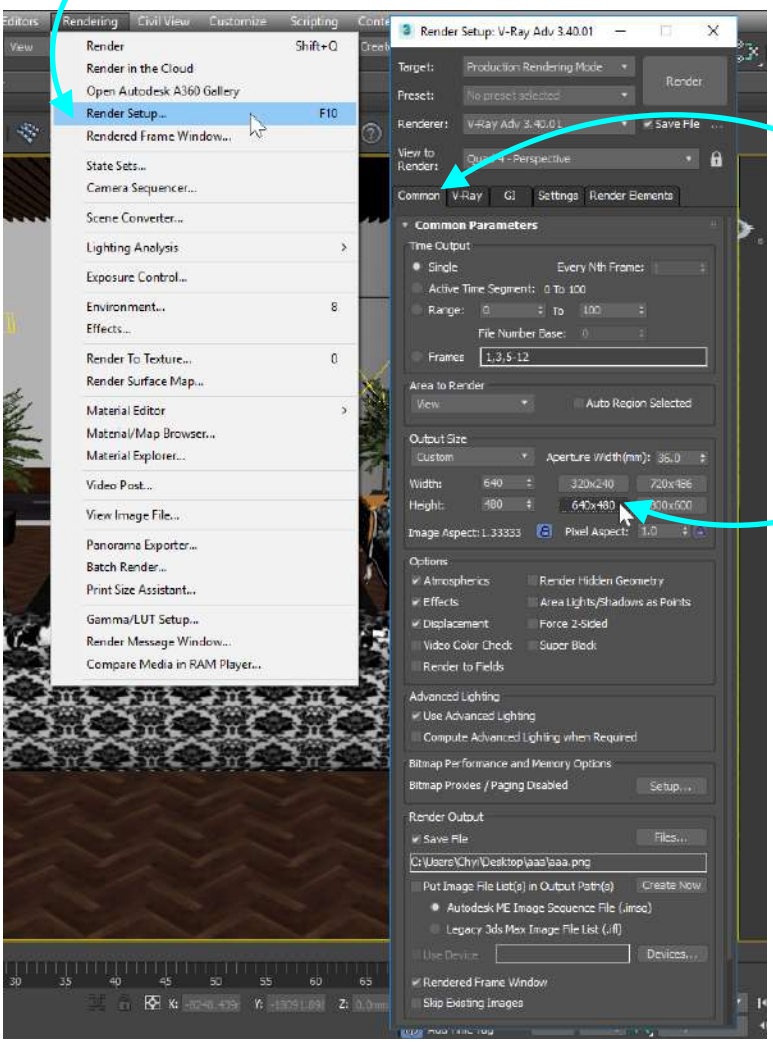

Open
History:
Look in:
客厅00
Quick access
Desktop
Libraries
This PC
Network
99811
106152
ceiling
mat1
mat2
mat3
table
tvwall
tvwall2
1(4500cd).ies
竹简.ies
Open IES file
File name:
竹简.ies
Files of type:
IES profiles (*.ies)
Open
Cancel



Now we unhide the window, and try rendering



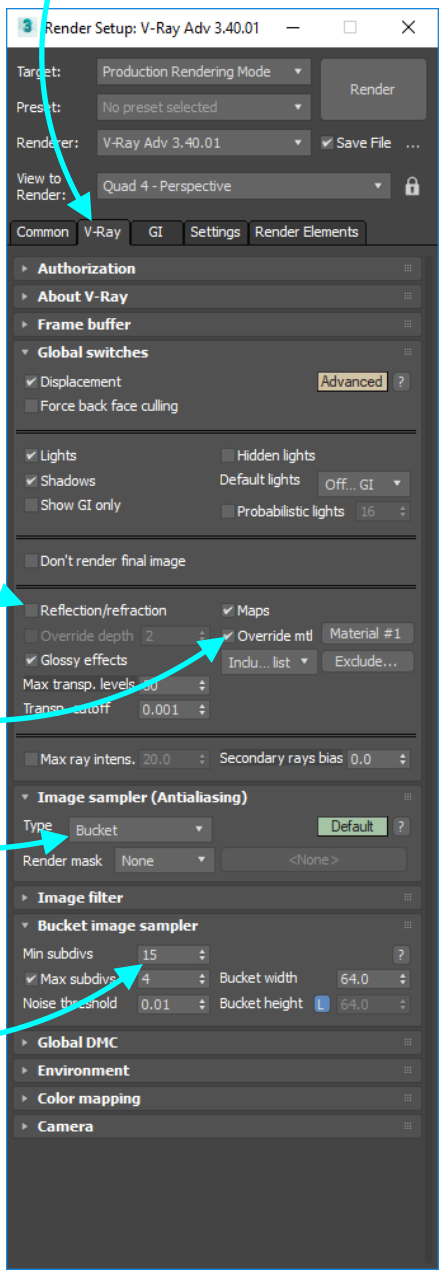
Next, we render white box (or grey render)



Click Common

Change to 640x480

Click VRay

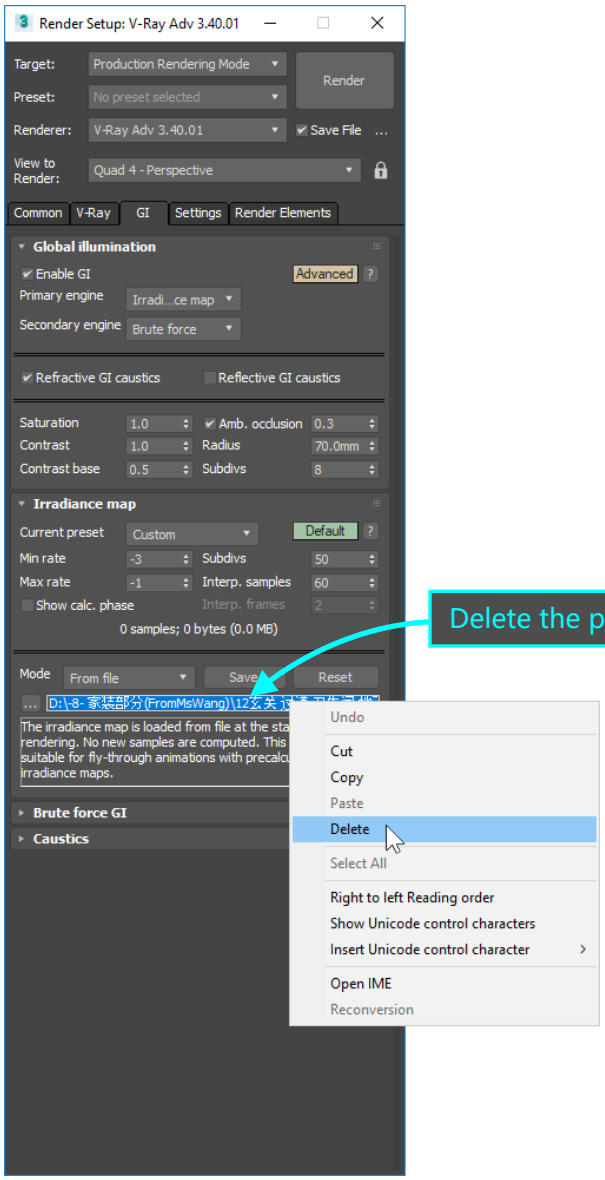


Disable Reflection/refraction

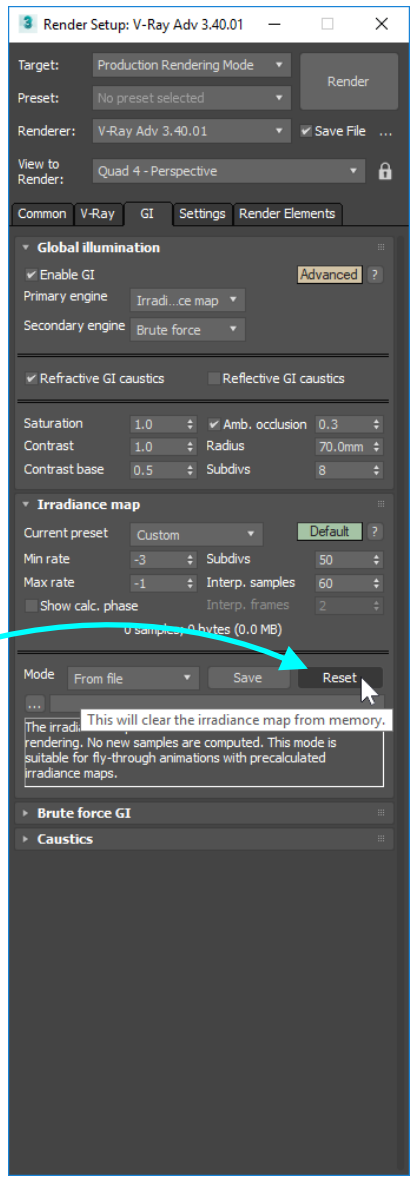
Enable Override mtl

Type: Bucket

Min subdivs: 15



Delete the previous irradiance map



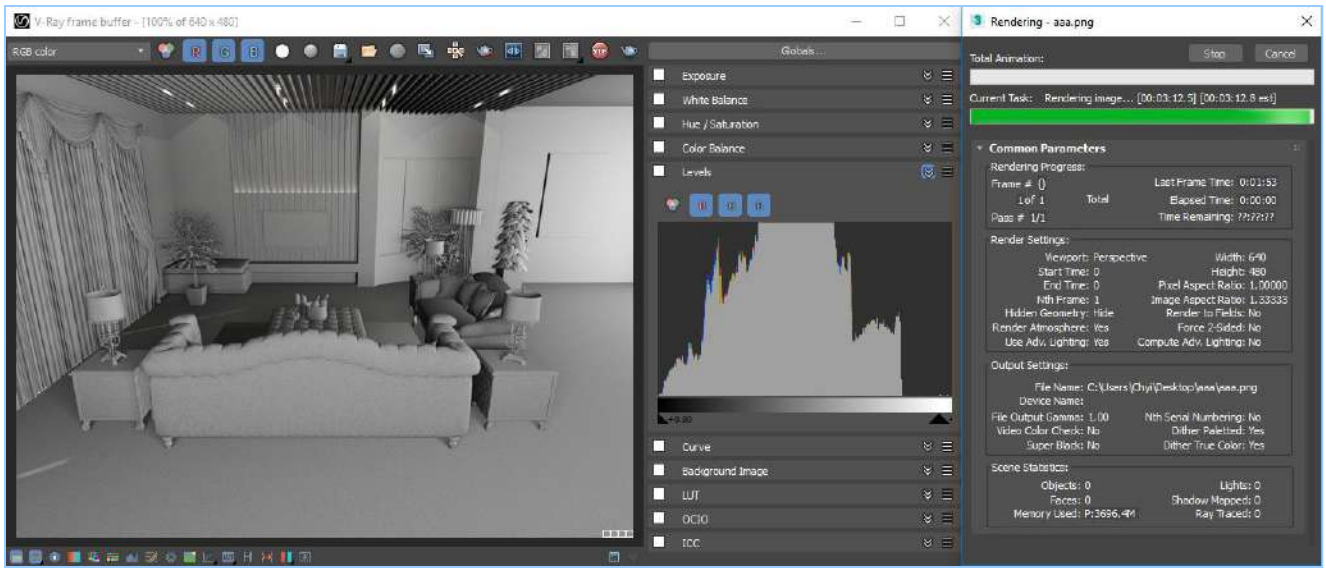
And then click "Reset" to remove irradiance completely

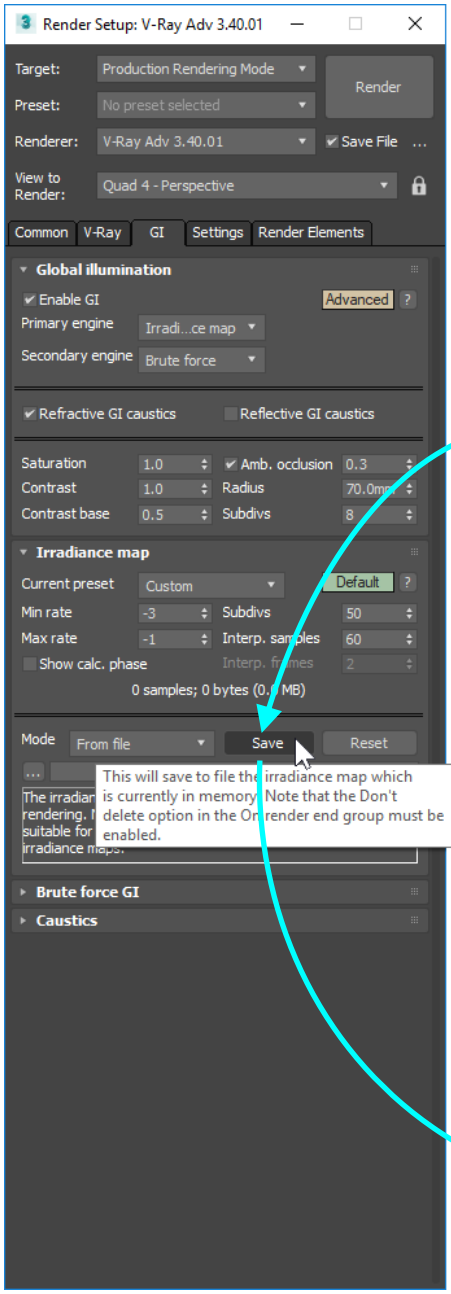
Question:
Why we need remove irradiance map?

Answer:
Because we have change floor material
and sofa set model. If we use previous
Irradiance map, you will see other object shadows

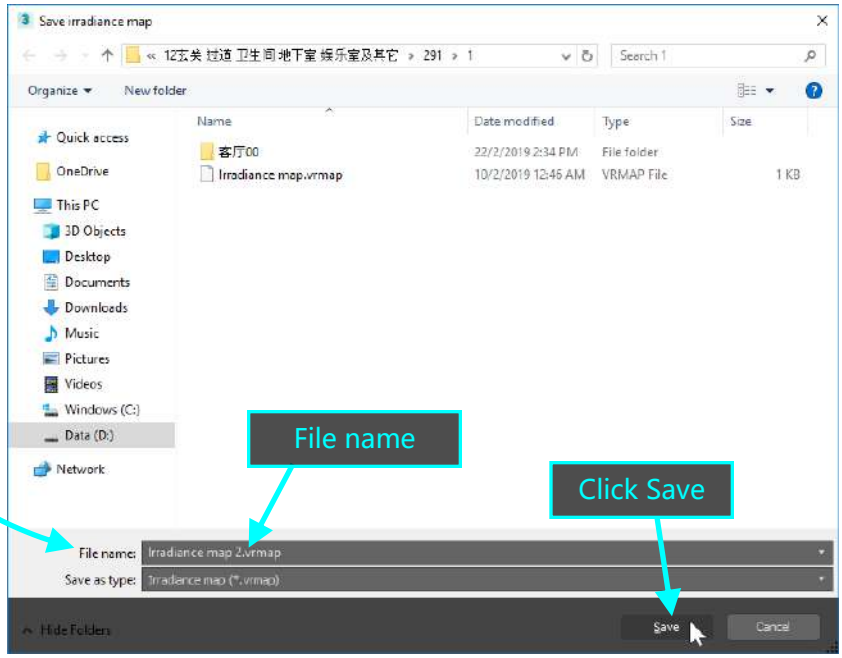
So, we have to render white box again and save it
to irradiance map

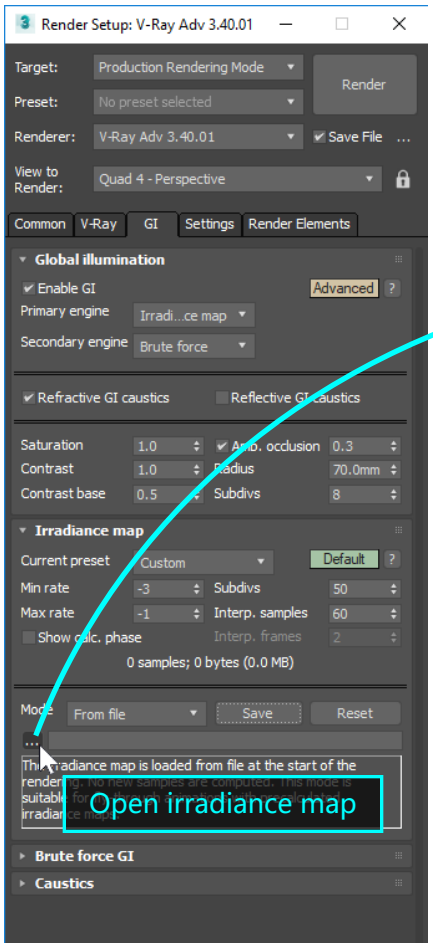
Render white box (about 3 min)

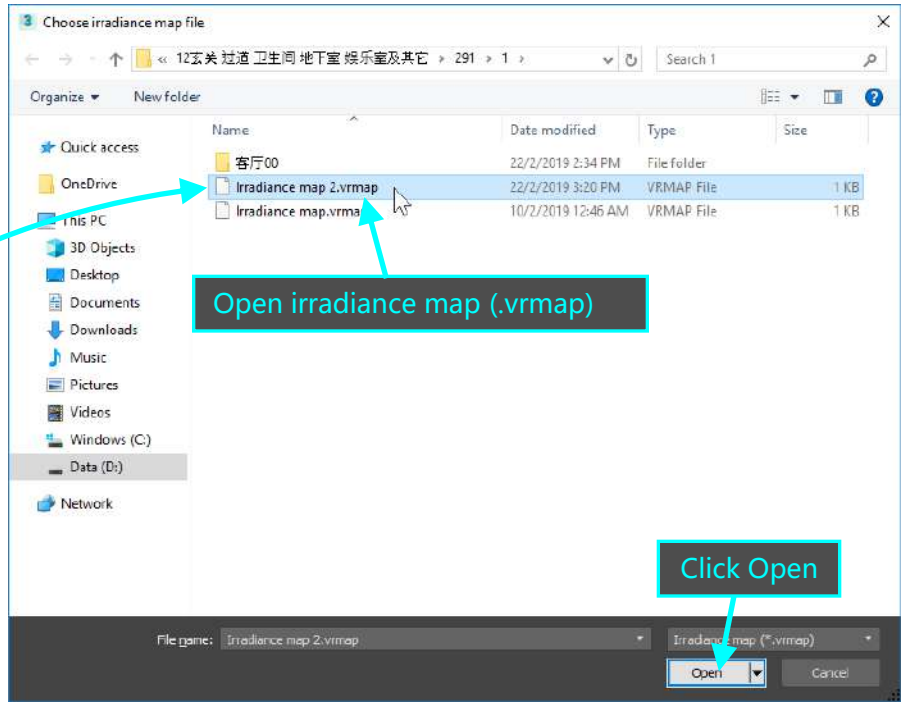


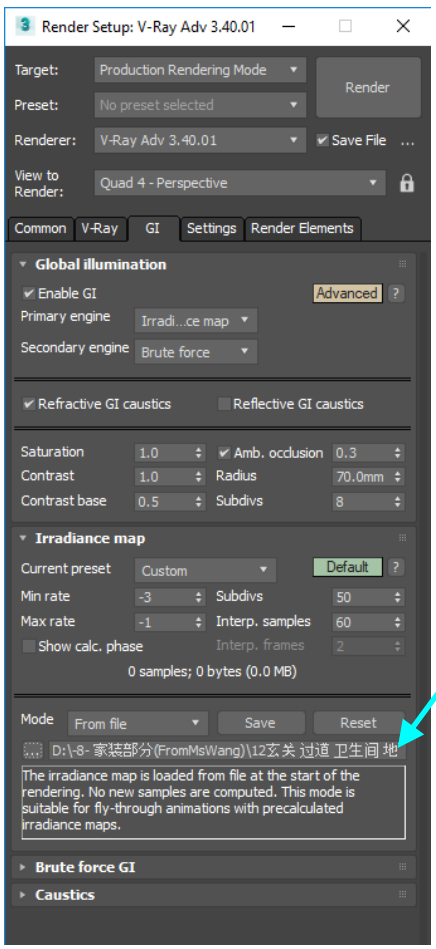


save the irradiance map

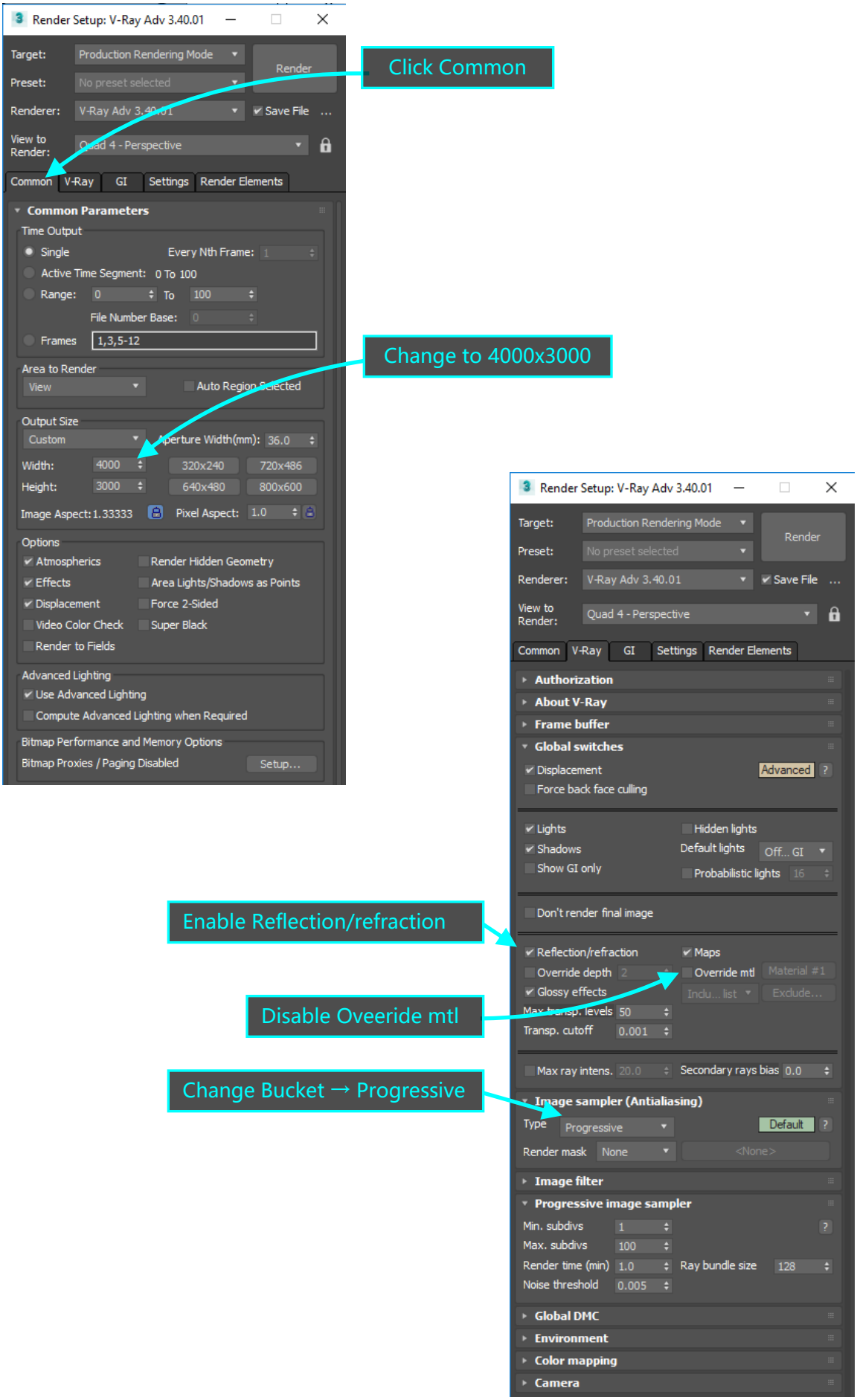


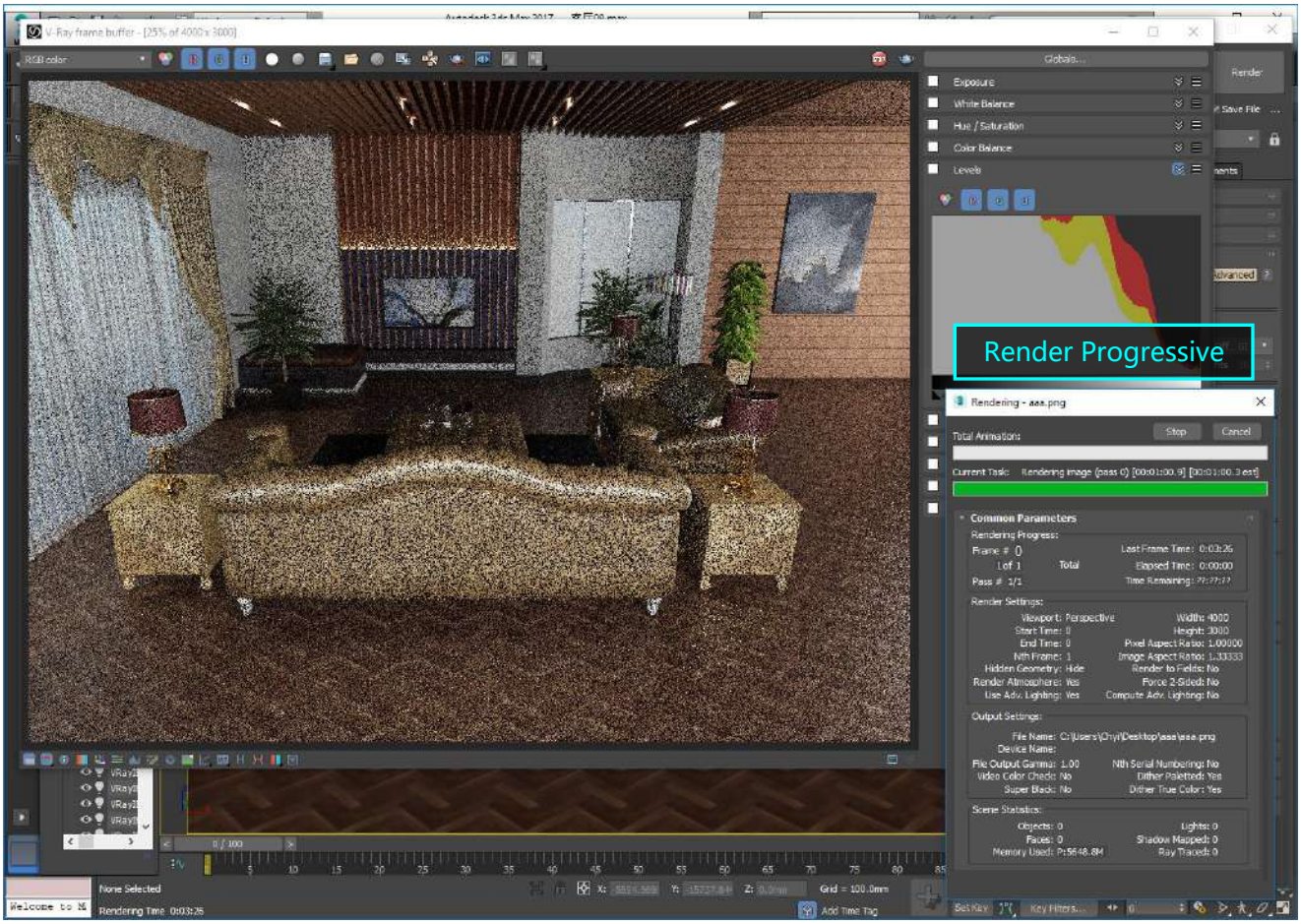


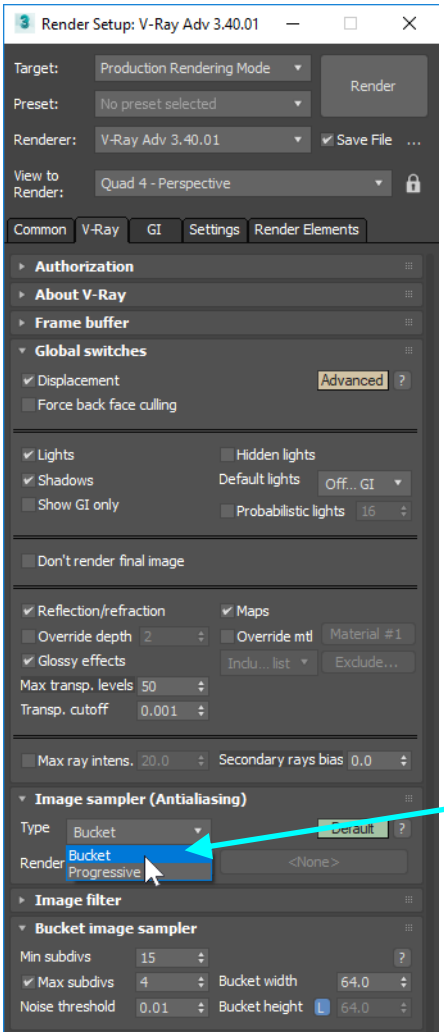




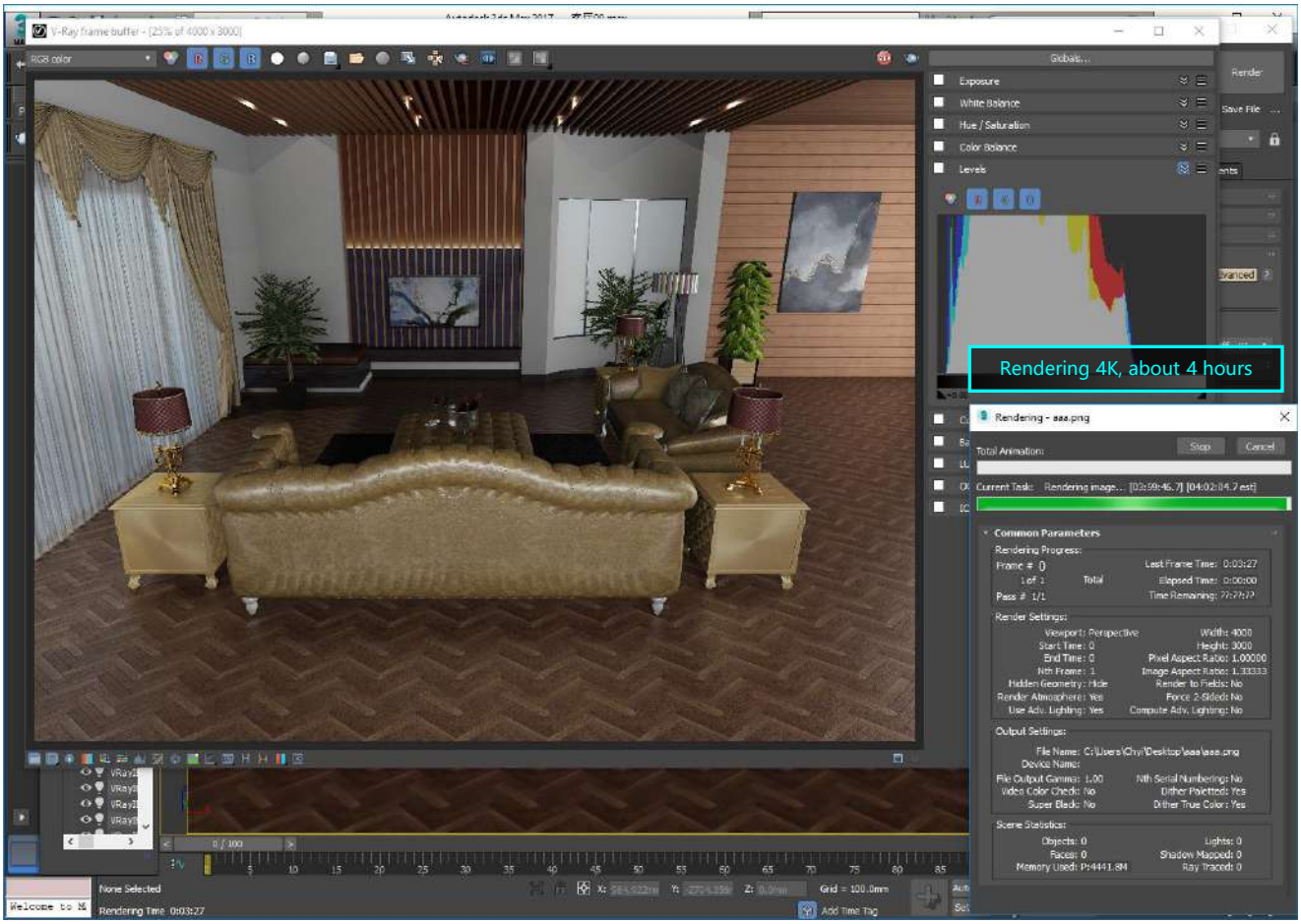
Here you can see the irradiance map

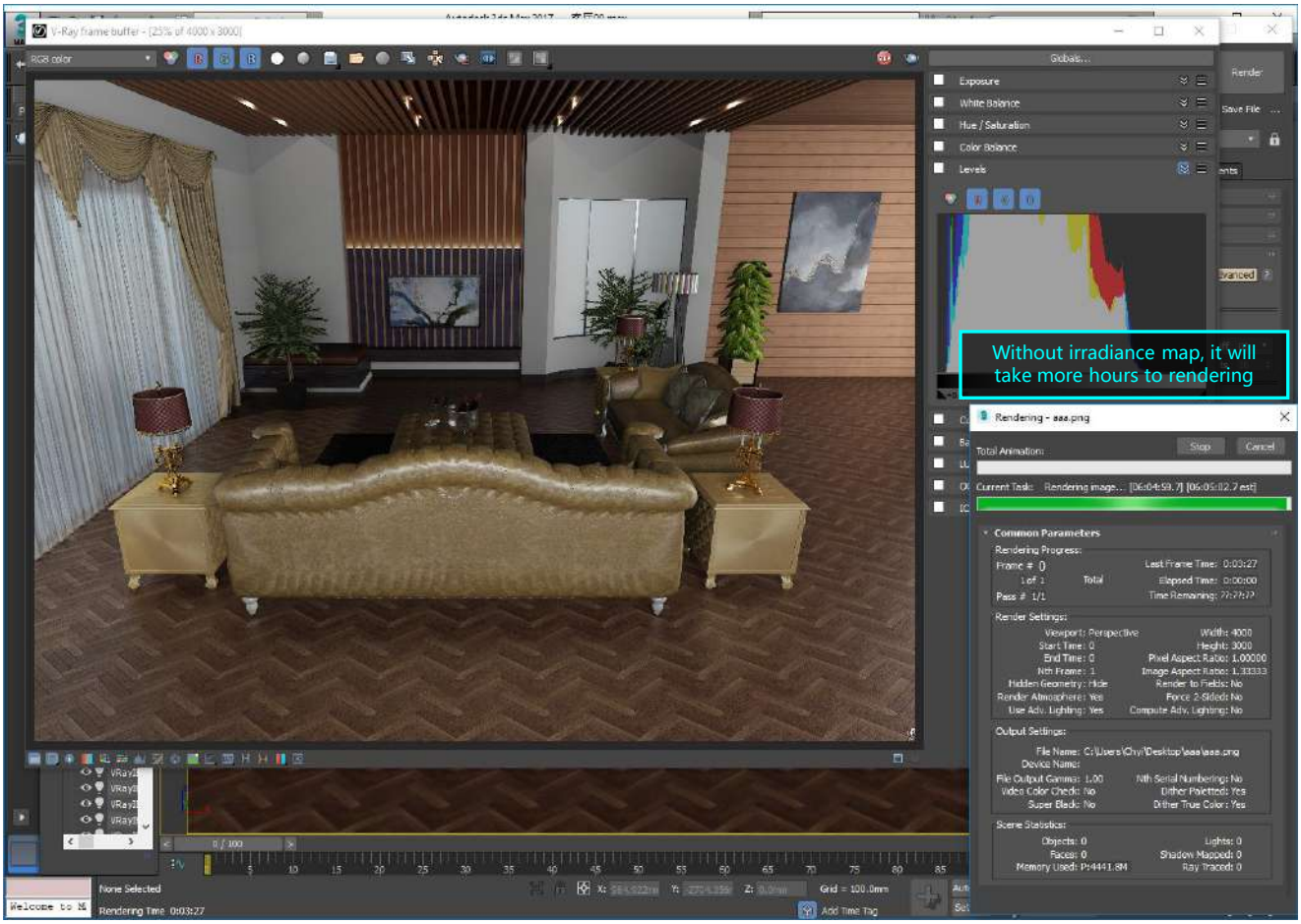

Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
Quad 4 - Perspective
Common
V-Ray
GI
Settings
Render Elements
Common Parameters
Time Output
Single
Every Nth Frame:
Active Time Segment: 0 To 100
Range:
File Number Base:
Frames
1,3,5-12
Area to Render
View
Auto Region Selected
Output Size
Custom
Aperture Width(mm):
Width:
Height:
320x240
720x486
640x480
800x600
Image Aspect: 1.33333
Pixel Aspect:
Options
Atmospherics
Render Hidden Geometry
Effects
Area Lights/Shadows as Points
Displacement
Force 2-Sided
Video Color Check
Super Black
Render to Fields
Advanced Lighting
Use Advanced Lighting
Compute Advanced Lighting when Required
Bitmap Performance and Memory Options
Bitmap Proxies / Paging Disabled
Setup...
Click Common
Change to 4000x3000
Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
Quad 4 - Perspective
Common
V-Ray
GI
Settings
Render Elements
Authorization
About V-Ray
Frame buffer
Global switches
Displacement
Advanced
Force back face culling
Lights
Hidden lights
Shadows
Default lights
Off... GI
Show GI only
Probabilistic lights
16
Don't render final image
Reflection/refraction
Maps
Override depth
Override mtl
Material #1
Glossy effects
Inclu... list
Exclude...
Max transp. levels
50
Transp. cutoff
0.001
Max ray intens.
20.0
Secondary rays bias
0.0
Image sampler (Antialiasing)
Type
Progressive
Default
Render mask
None
<None>
Image filter
Progressive image sampler
Min. subdivs
1
Max. subdivs
100
Render time (min)
1.0
Ray bundle size
128
Noise threshold
0.005
Global DMC
Environment
Color mapping
Camera
Enable Reflection/refraction
Disable Oveeride mtl
Change Bucket → Progressive





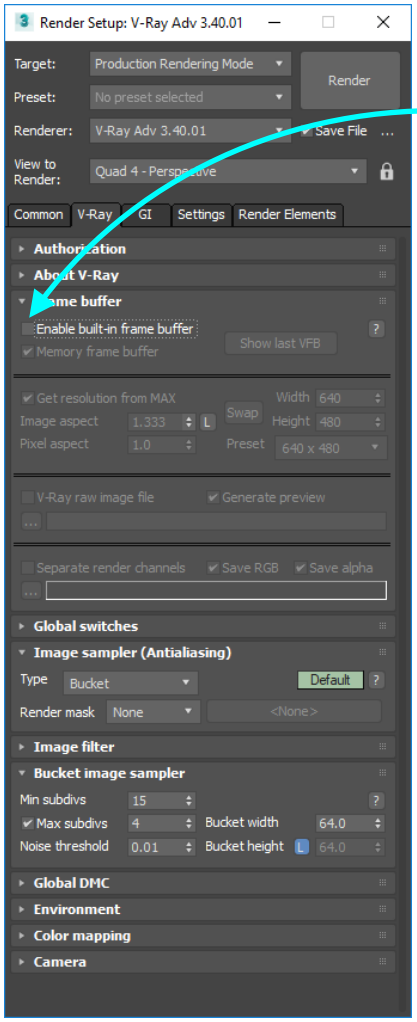
Change Progressive → Bucket, and render again


Rendering 4K, about 4 hours

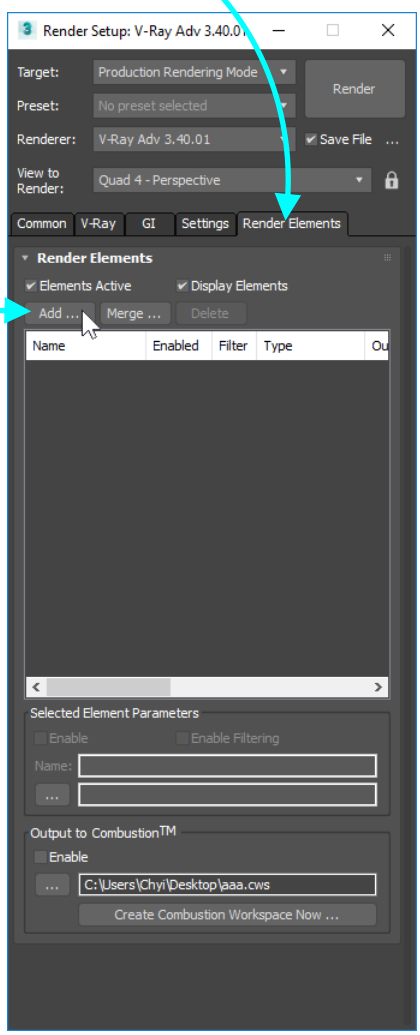

Without irradiance map, it will take more hours to rendering

Next we use Render Elements & import to Phosotshop

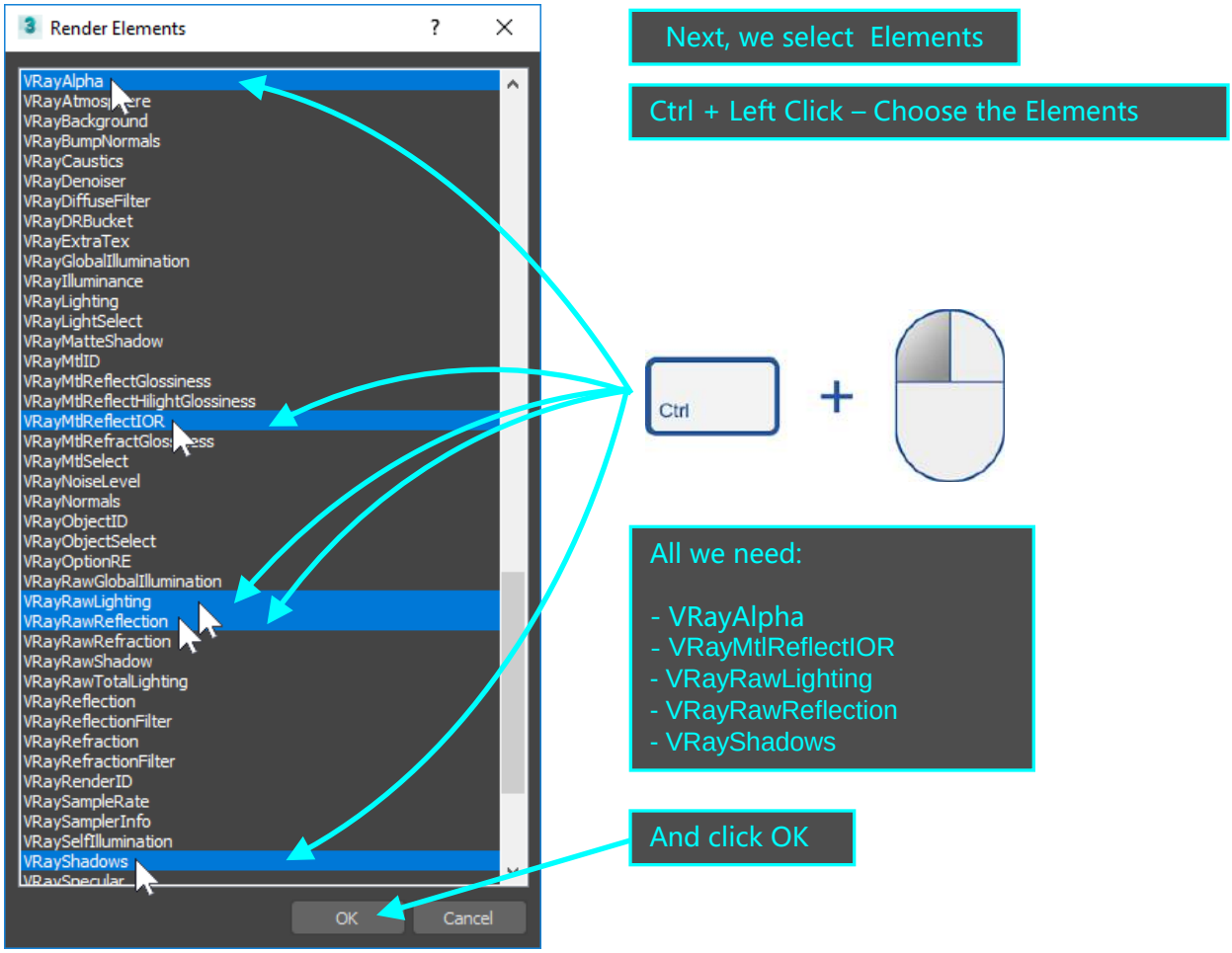
Disable "Enable built-in frame buffer"

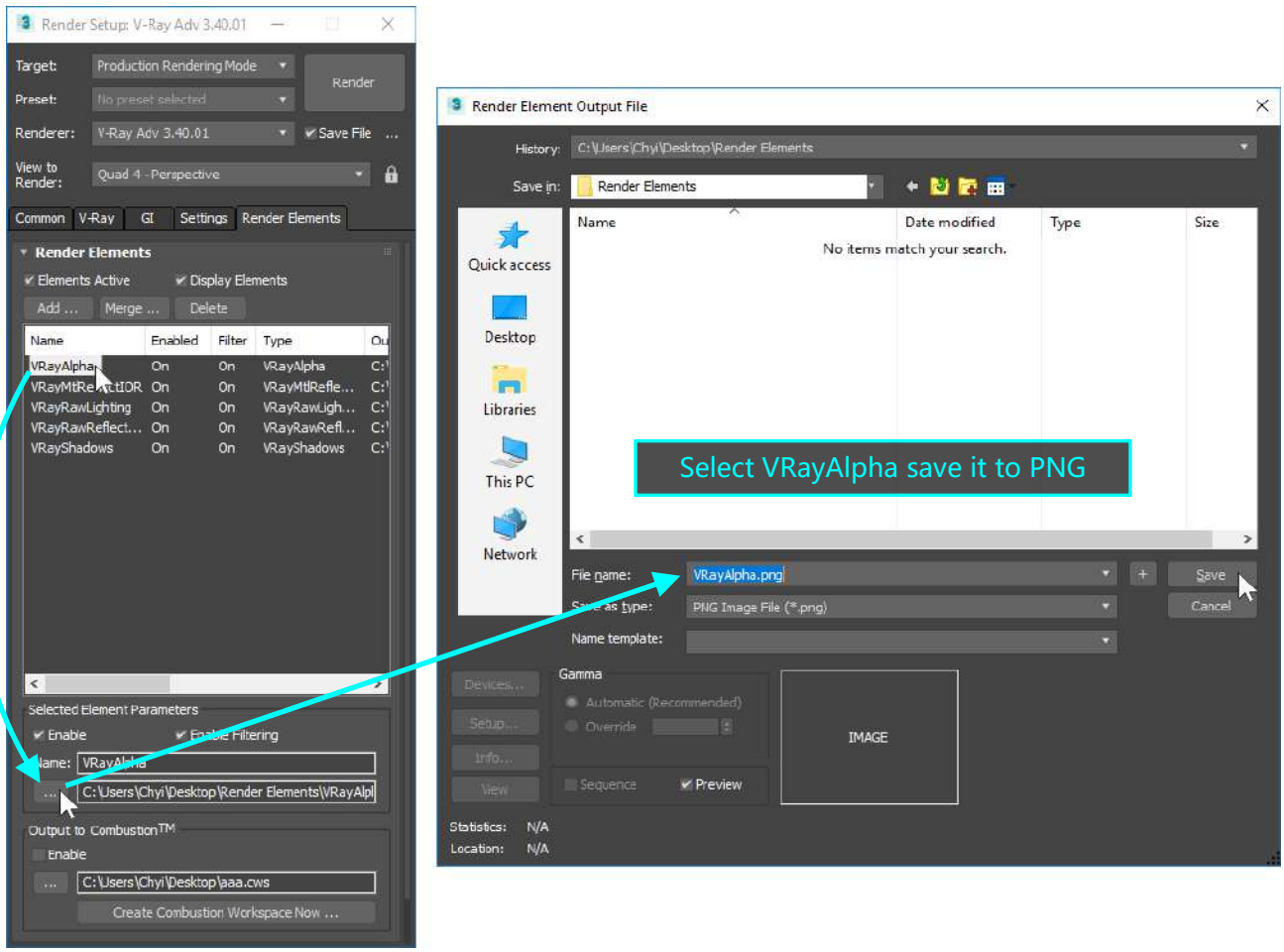


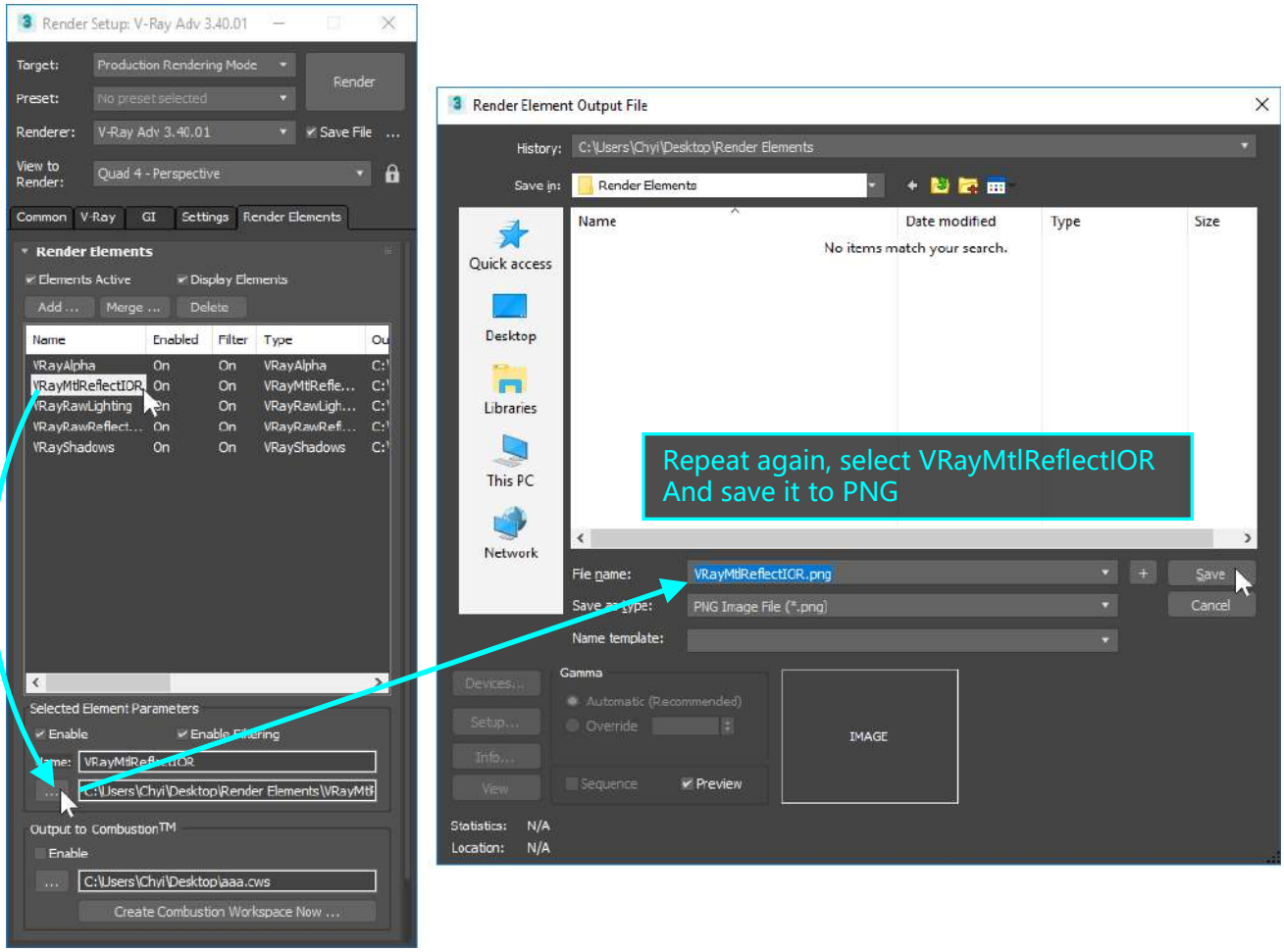
Switch to Render Elements

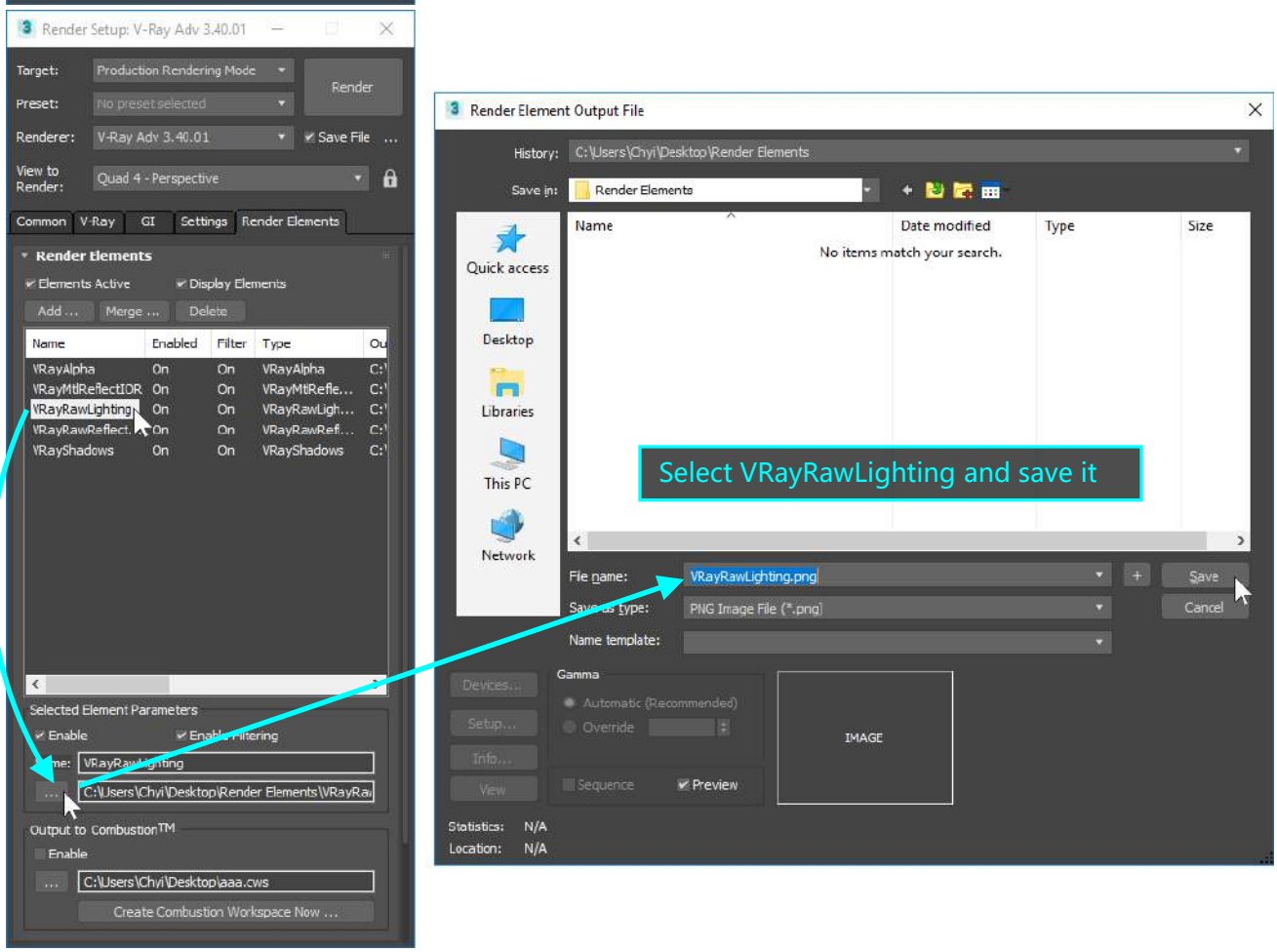


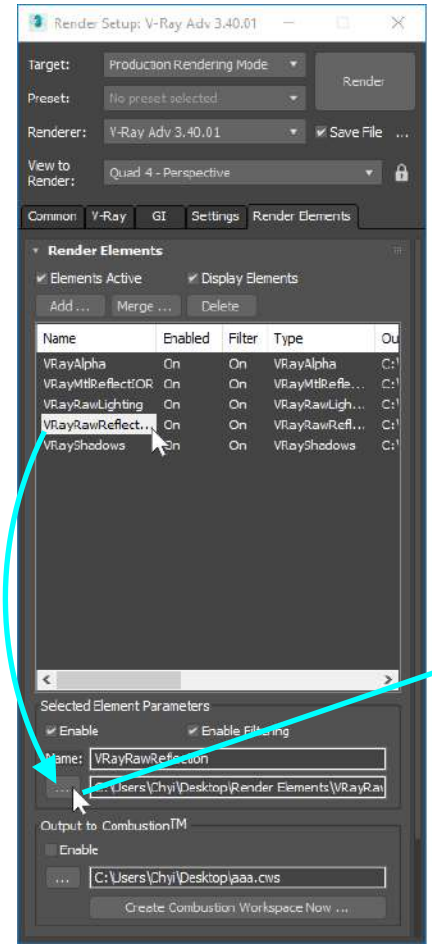
Click "Add..."

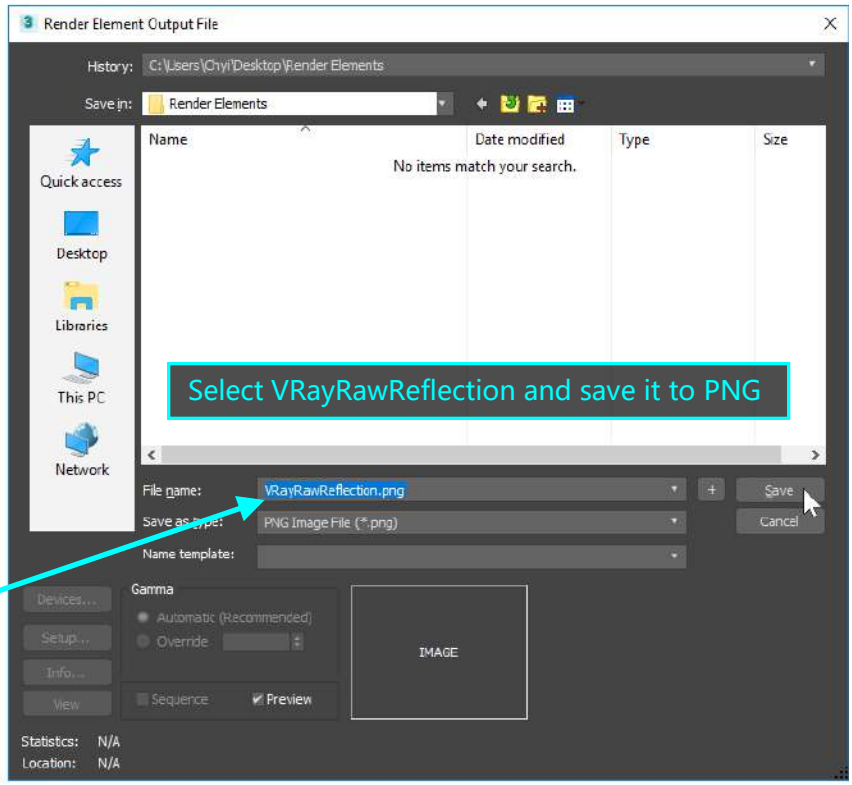

Render Elements
VRayAlpha
VRayAtmosphere
VRayBackground
VRayBumpNormals
VRayCaustics
VRayDenoiser
VRayDiffuseFilter
VRayDRBucket
VRayExtraTex
VRayGlobalIllumination
VRayIlluminance
VRayLighting
VRayLightSelect
VRayMatteShadow
VRayMtlID
VRayMtlReflectGlossiness
VRayMtlReflectHilightGlossiness
VRayMtlReflectIOR
VRayMtlRefractGlossiness
VRayMtlSelect
VRayNoiseLevel
VRayNormals
VRayObjectID
VRayObjectSelect
VRayOptionRE
VRayRawGlobalIllumination
VRayRawLighting
VRayRawReflection
VRayRawRefraction
VRayRawShadow
VRayRawTotalLighting
VRayReflection
VRayReflectionFilter
VRayRefraction
VRayRefractionFilter
VRayRenderID
VRaySampleRate
VRaySamplerInfo
VRaySelfIllumination
VRayShadows
VRaySpecular
OK
Cancel
Next, we select Elements
Ctrl + Left Click – Choose the Elements
Ctrl
+
All we need:
- VRayAlpha
- VRayMtlReflectIOR
- VRayRawLighting
- VRayRawReflection
- VRayShadows
And click OK

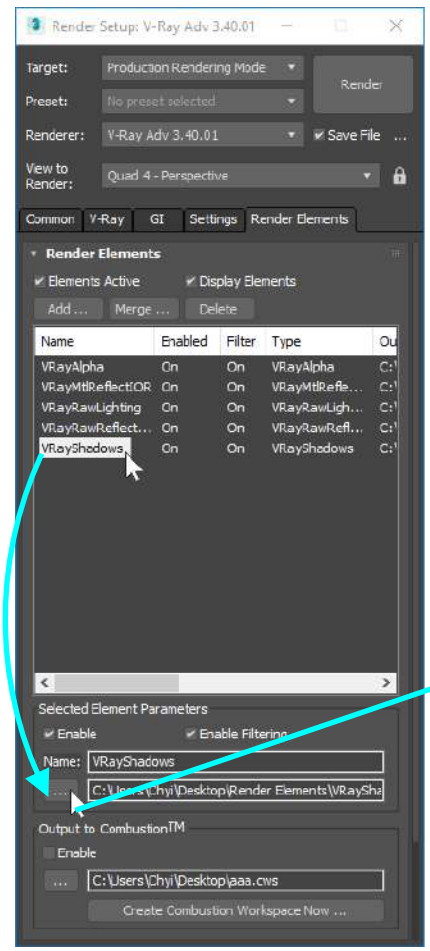

Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Render
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - Perspective
Common
V-Ray
GI
Settings
Render Elements
Render Elements
Elements Active
Display Elements
Add ...
Merge ...
Delete
Name
Enabled
Filter
Type
VRayAlpha On On VRayAlpha
VRayMtlReflectIOR On On VRayMtlRefle...
VRayRawLighting On On VRayRawLigh...
VRayRawReflect... On On VRayRawRefl...
VRayShadows On On VRayShadows
Selected Element Parameters
Enable
Enable Filtering
Name: VRayAlpha
C:\Users\Chyi\Desktop\Render Elements\VRayAlpha
Output to Combustion™
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...
Render Element Output File
History: C:\Users\Chyi\Desktop\Render Elements
Save in: Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name
Date modified
Type
Size
No items match your search.
File name: VRayAlpha.png
Save as type: PNG Image File (*.png)
Save
Cancel
Name template:
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics: N/A
Location: N/A
Select VRayAlpha save it to PNG

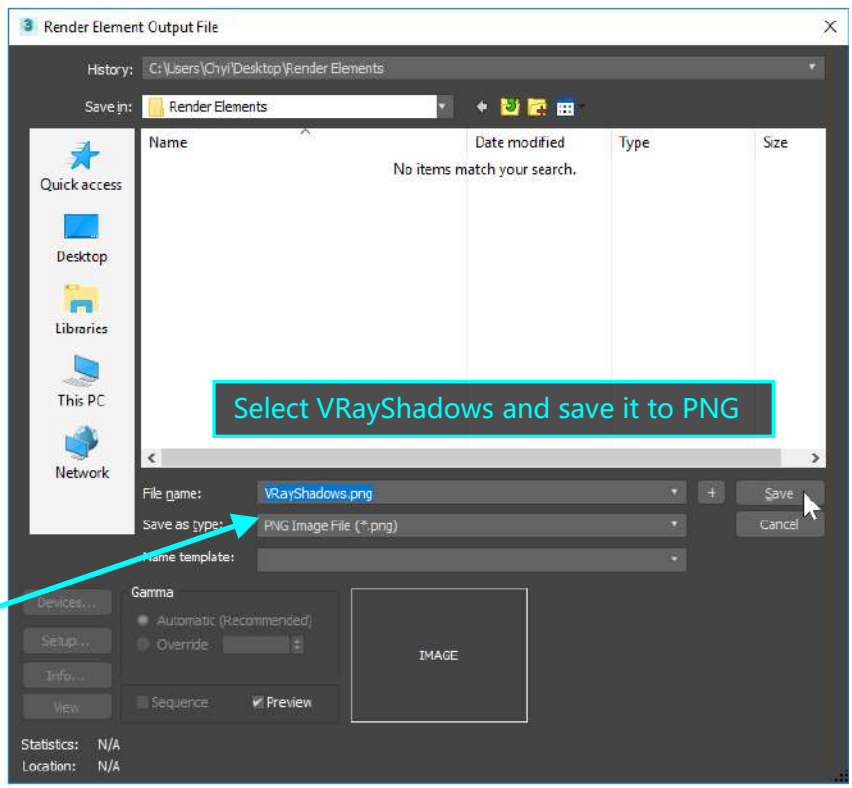

Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Render
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - Perspective
Common V-Ray GI Settings Render Elements
Render Elements
Elements Active
Display Elements
Add ... Merge ... Delete
Name Enabled Filter Type
VRayAlpha On On VRayAlpha
VRayMtlReflectIOR On On VRayMtlRefle...
VRayRawLighting On On VRayRawLigh...
VRayRawReflect... On On VRayRawRefl...
VRayShadows On On VRayShadows
Selected Element Parameters
Enable
Enable Filtering
Name: VRayMtlReflectIOR
C:\Users\Chyi\Desktop\Render Elements\VRayMtl
Output to Combustion™
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...
Render Element Output File
History: C:\Users\Chyi\Desktop\Render Elements
Save in: Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name
Date modified
Type
Size
No items match your search.
Repeat again, select VRayMtlReflectIOR
And save it to PNG
File name: VRayMtlReflectIOR.png
Save as type: PNG Image File (*.png)
Name template:
Save
Cancel
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics: N/A
Location: N/A

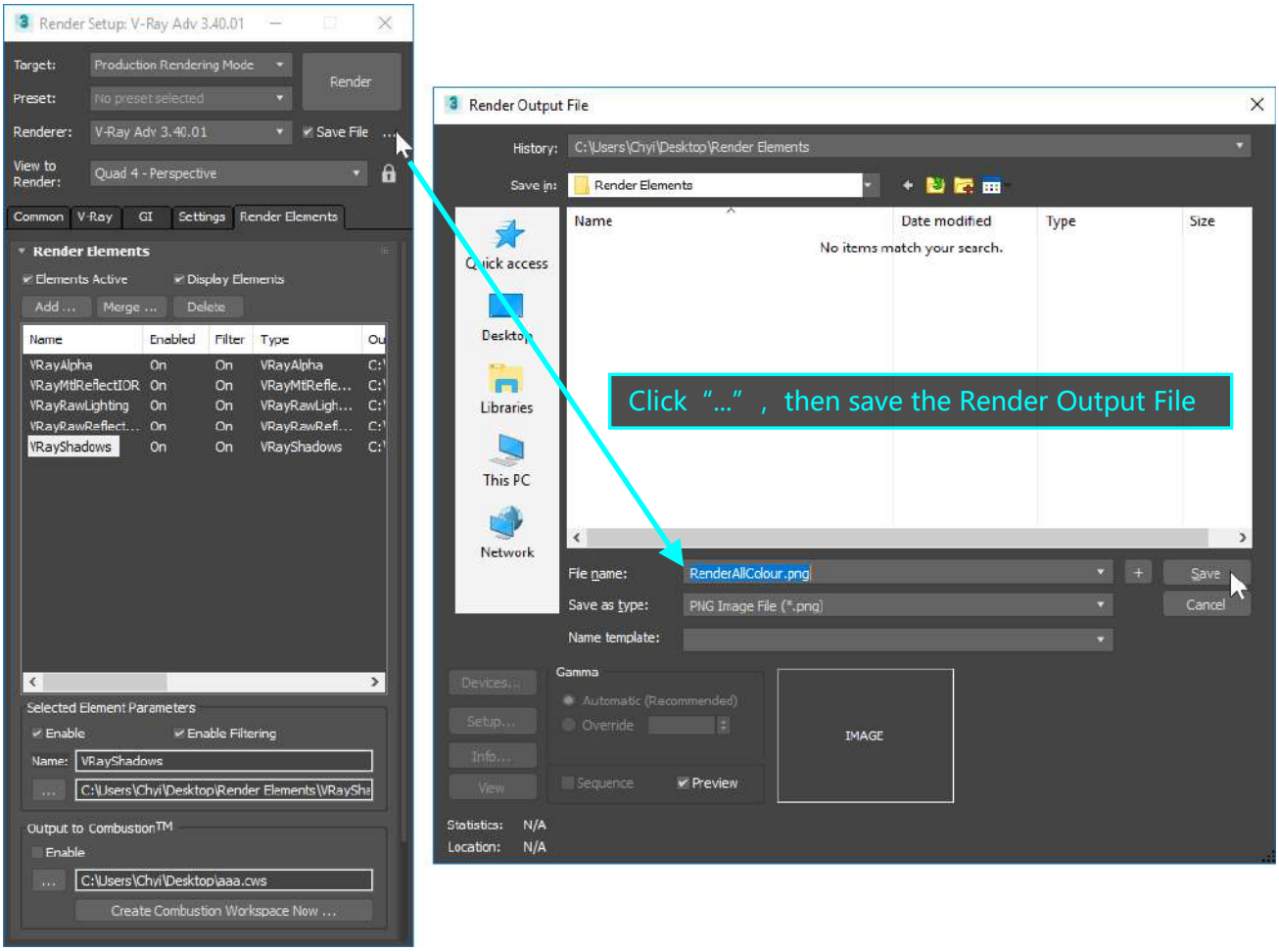

Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Render
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - Perspective
Common V-Ray GI Settings Render Elements
Render Elements
Elements Active
Display Elements
Add ... Merge ... Delete
Name Enabled Filter Type
VRayAlpha On On VRayAlpha
VRayMtlReflectIOR On On VRayMtlRefle...
VRayRawLighting On On VRayRawLigh...
VRayRawReflect... On On VRayRawRefl...
VRayShadows On On VRayShadows
Selected Element Parameters
Enable
Name: VRayRawLighting
C:\Users\Chyi\Desktop\Render Elements\VRayRa
Output to Combustion™
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...
Render Element Output File
History: C:\Users\Chyi\Desktop\Render Elements
Save in: Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name
Date modified
Type
Size
No items match your search.
Select VRayRawLighting and save it
File name: VRayRawLighting.png
Save as type: PNG Image File (*.png)
Name template:
Save
Cancel
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics: N/A
Location: N/A


Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
Quad 4 - Perspective
Common
V-Ray
GI
Settings
Render Elements
Render Elements
Elements Active
Display Elements
Add ...
Merge ...
Delete
Name
Enabled
Filter
Type
VRayAlpha
VRayMtlReflectIOR
VRayRawLighting
VRayRawReflect...
VRayShadows
Selected Element Parameters
Enable
Enable Filtering
Name:
VRayRawReflection
C:\Users\Chyi\Desktop\Render Elements\VRayRaw
Output to CombustionTM
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...

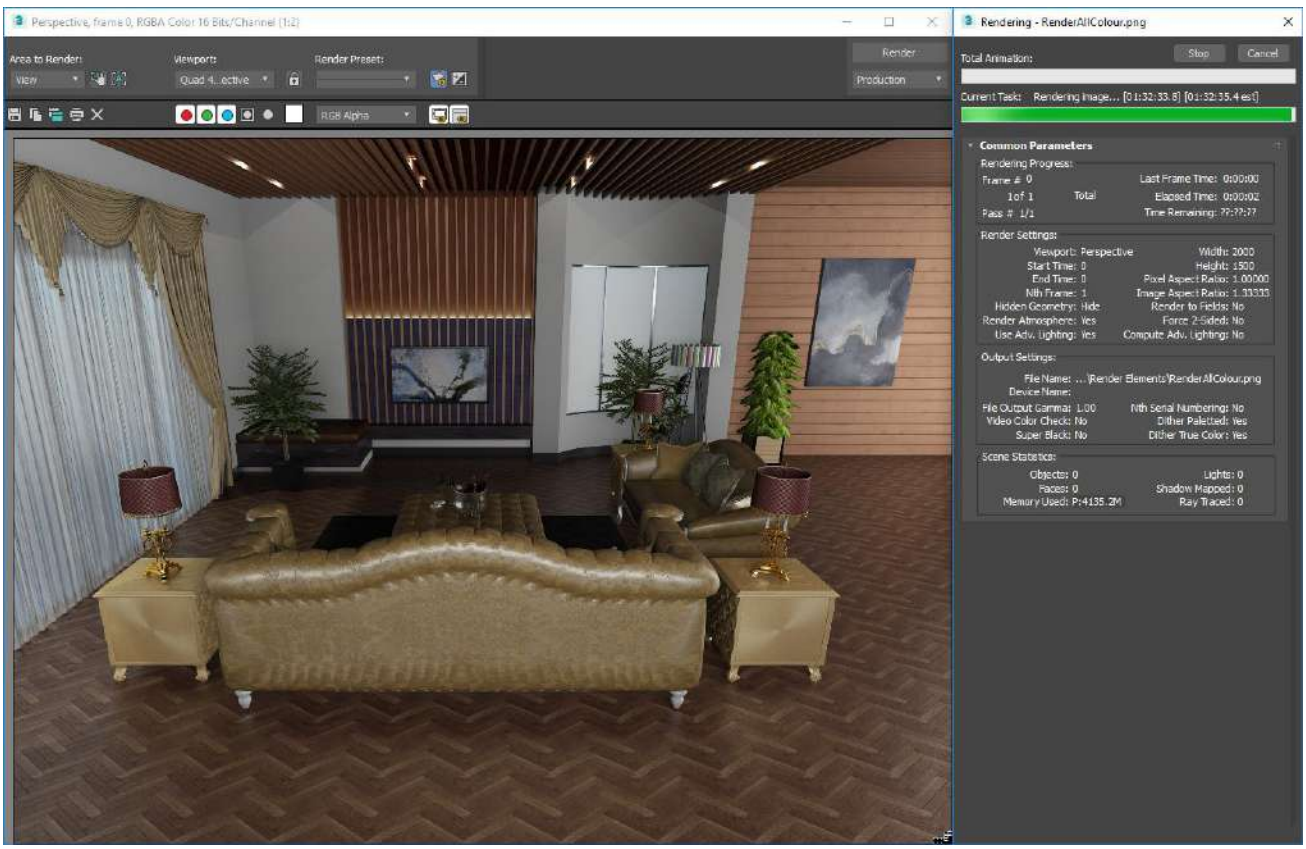

Render Element Output File
History:
C:\Users\Chyi\Desktop\Render Elements
Save in:
Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name
Date modified
Type
Size
No items match your search.
Select VRayRawReflection and save it to PNG
File name:
VRayRawReflection.png
Save as type:
PNG Image File (*.png)
Save
Cancel
Name template:
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics:
N/A
Location:
N/A

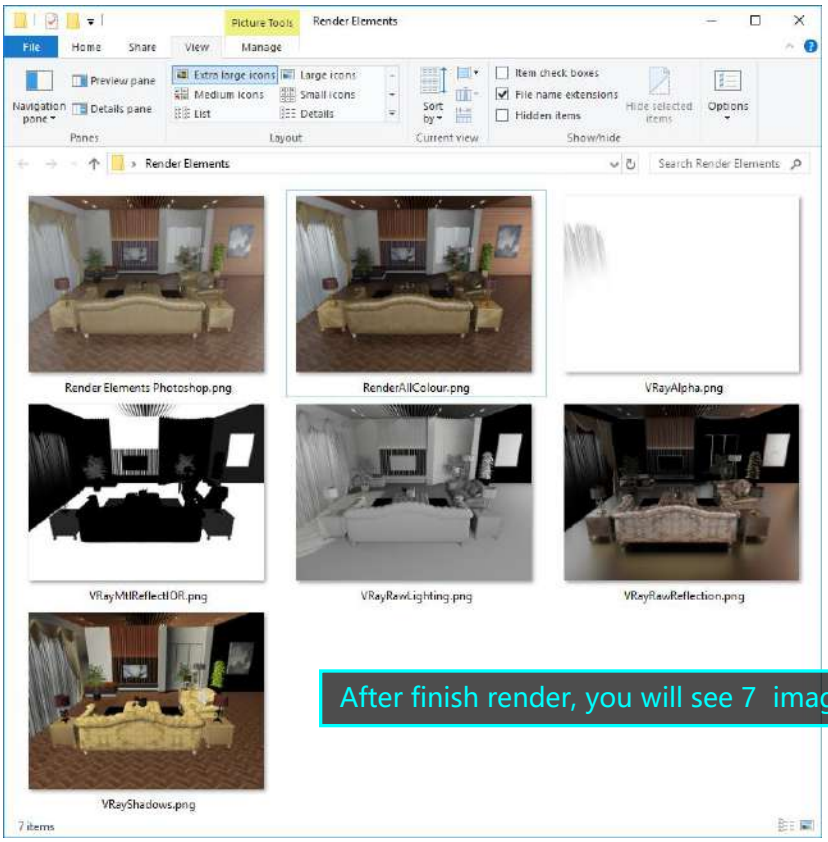

Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
Quad 4 - Perspective
Common
V-Ray
GI
Settings
Render Elements
Render Elements
Elements Active
Display Elements
Add ...
Merge ...
Delete
Name
Enabled
Filter
Type
VRayAlpha
VRayMtlReflectIOR
VRayRawLighting
VRayRawReflect...
VRayShadows
Selected Element Parameters
Enable
Enable Filtering
Name:
VRayShadows
Output to CombustionTM
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...

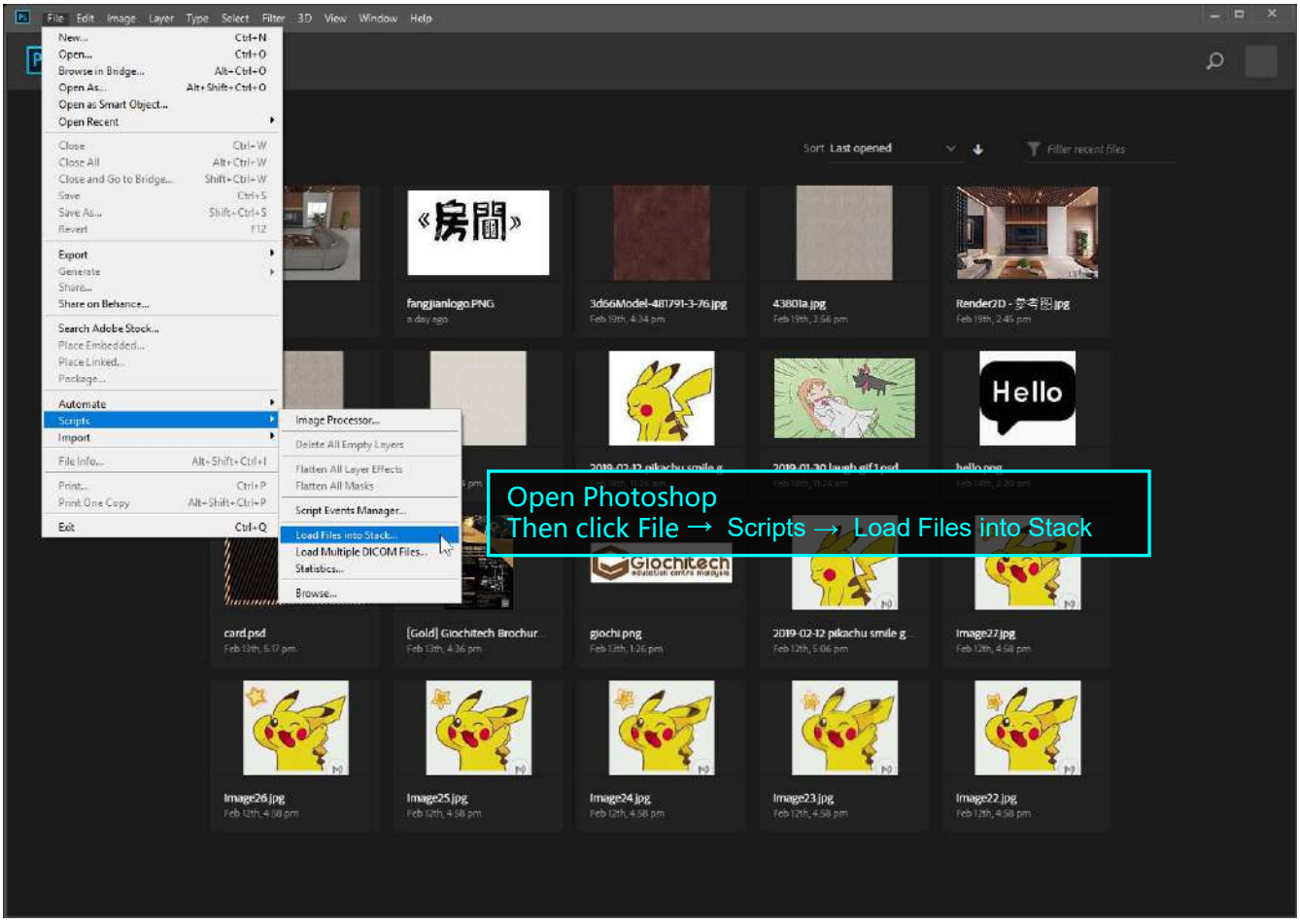

Render Element Output File
History:
C:\Users\Chyi\Desktop\Render Elements
Save in:
Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name
Date modified
Type
Size
No items match your search.
Select VRayShadows and save it to PNG
File name:
VRayShadows.png
Save as type:
PNG Image File (*.png)
Save
Cancel
Name template:
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics:
N/A
Location:
N/A

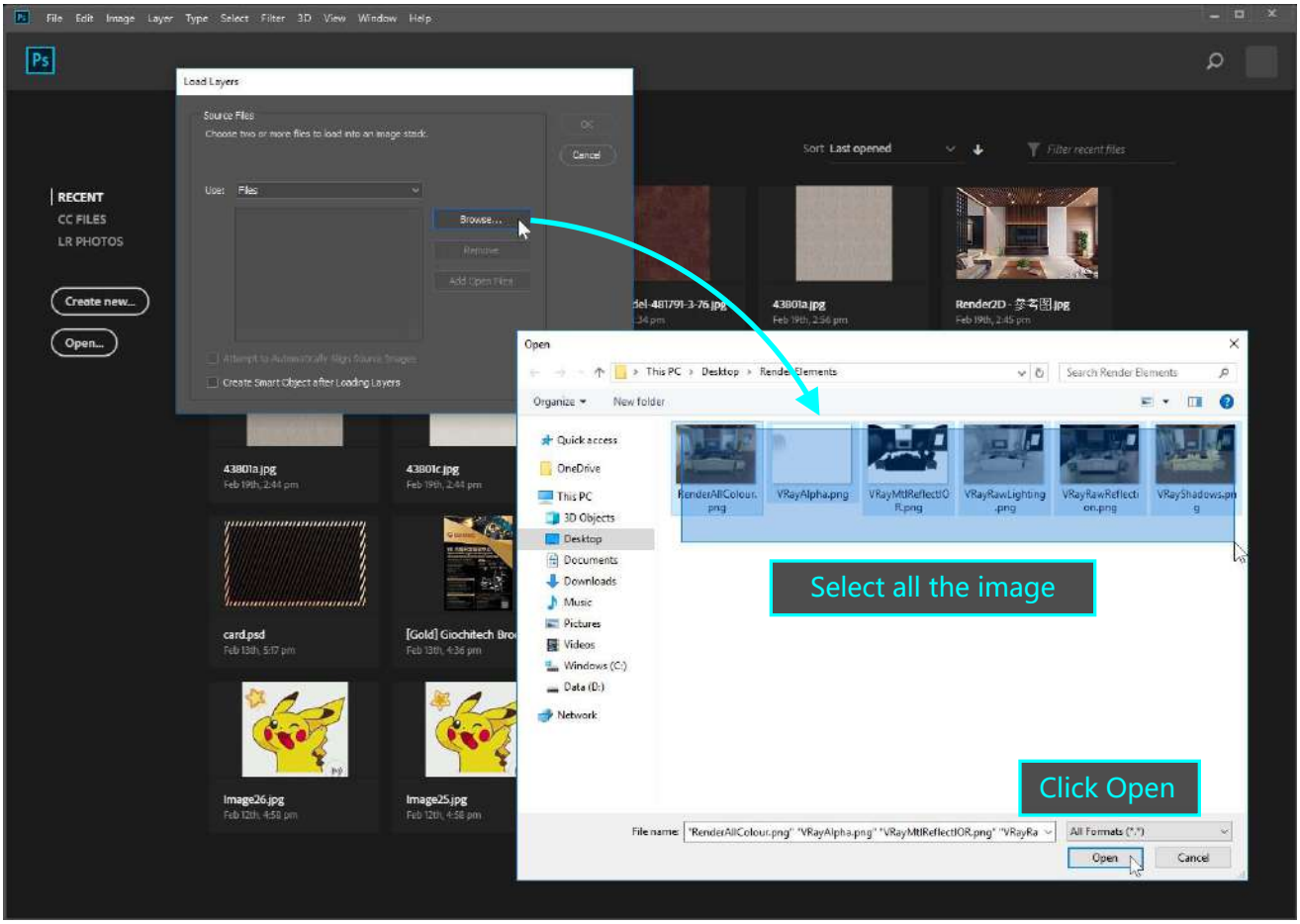


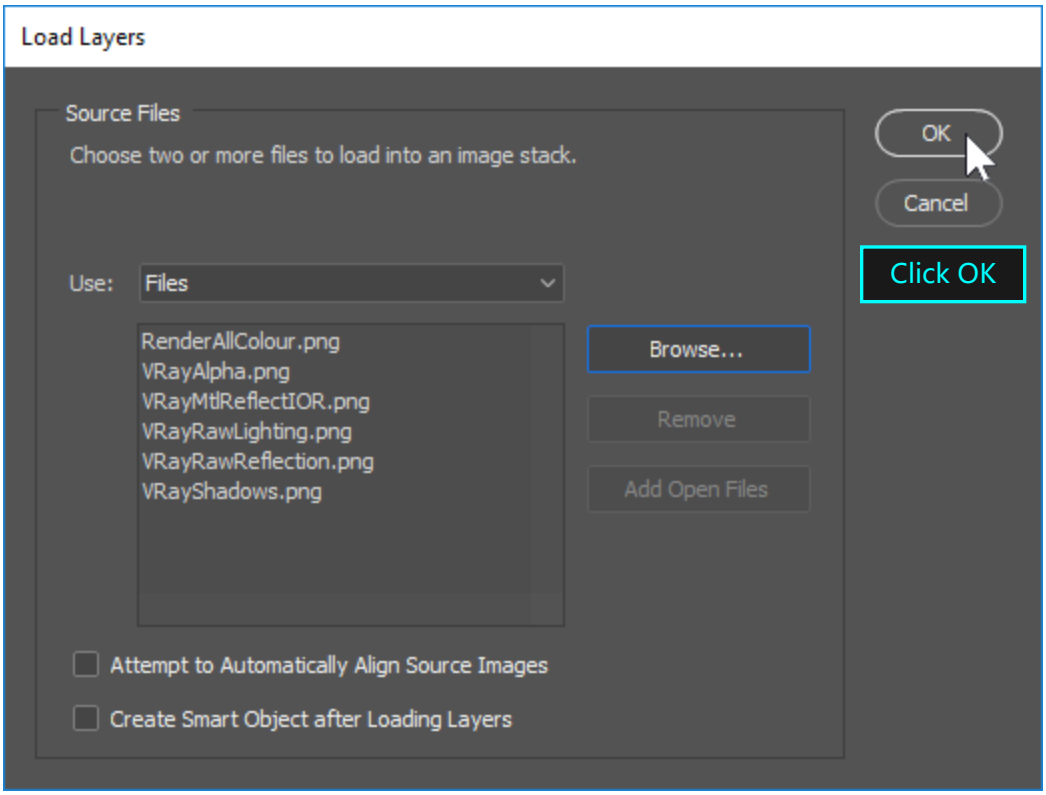
Render Elements

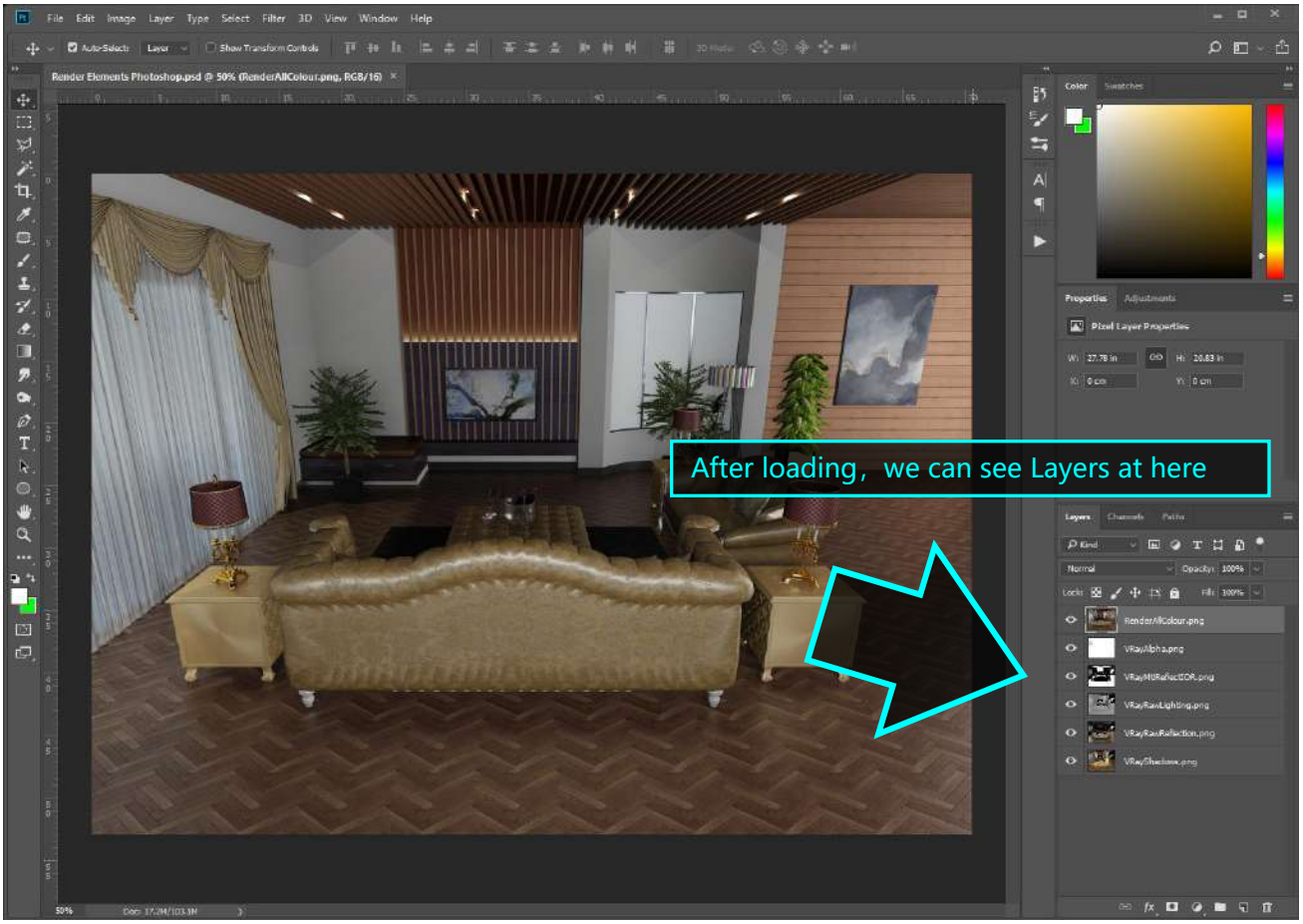


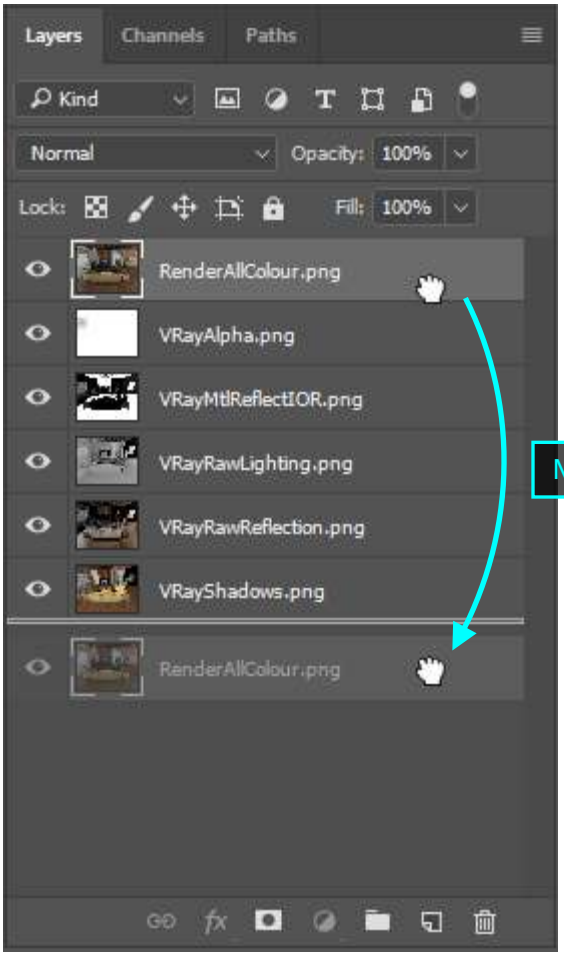

Render Elements
Render Elements Photoshop.png
RenderAllColour.png
VRayAlpha.png
VRayMtlReflectIOR.png
VRayRawLighting.png
VRayRawReflection.png
VRayShadows.png
7 items
After finish render, you will see 7 image (PNG)


File Edit Image Layer Type Select Filter 3D View Window Help
New... Ctrl+N
Open... Ctrl+O
Browse in Bridge... Alt+Ctrl+O
Open As... Alt+Shift+Ctrl+O
Open as Smart Object...
Open Recent
Close Ctrl+W
Close All Alt+Ctrl+W
Close and Go to Bridge... Shift+Ctrl+W
Save Ctrl+S
Save As... Shift+Ctrl+S
Revert F12
Export
Generate
Share...
Share on Behance...
Search Adobe Stock...
Place Embedded...
Place Linked...
Package...
Automate
Scripts
Import
File Info... Alt+Shift+Ctrl+I
Print... Ctrl+P
Print One Copy Alt+Shift+Ctrl+P
Exit Ctrl+Q
Image Processor...
Delete All Empty Layers
Flatten All Layer Effects
Flatten All Masks
Script Events Manager...
Load Files into Stack...
Load Multiple DICOM Files...
Statistics...
Browse...
Sort: Last opened
Filter recent files
fangjianlogo.PNG
3d66Model-481791-3-76.jpg
43801a.jpg
Render2D - 参考图.jpg
Hello
card.psd
[Gold] Giochitech Brochur...
giochi.png
2019-02-12 pikachu smile g...
Image27.jpg
Image26.jpg
Image25.jpg
Image24.jpg
Image23.jpg
Image22.jpg
Open Photoshop
Then click File → Scripts → Load Files into Stack

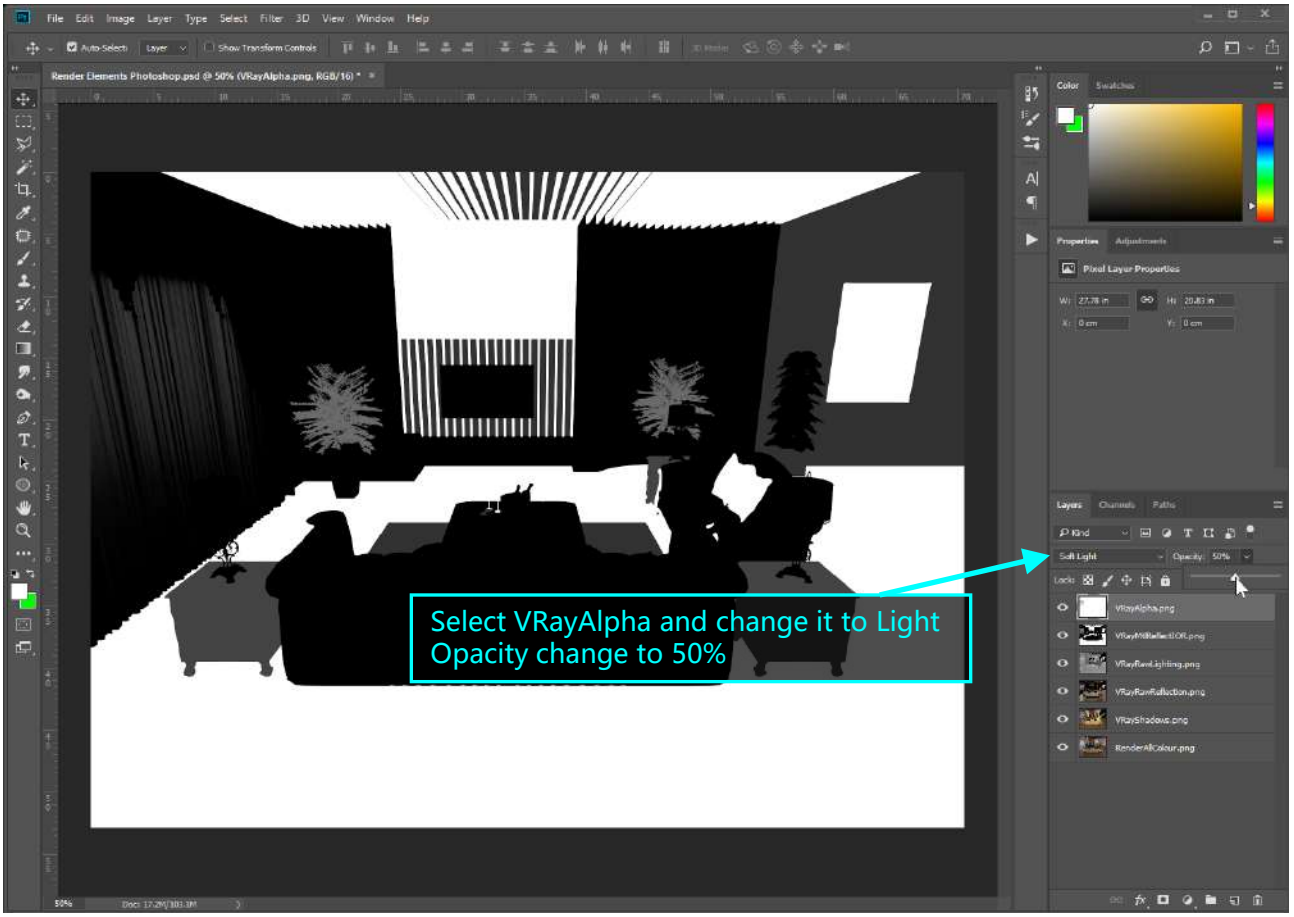

Load Layers
Source Files
Choose two or more files to load into an image stack.
OK
Cancel
Use: Files
Browse...
Remove
Add Open Files
Attempt to Automatically Align Source Images
Create Smart Object after Loading Layers
Open
Organize
New folder
Select all the image
Click Open
File name:
Open
Cancel

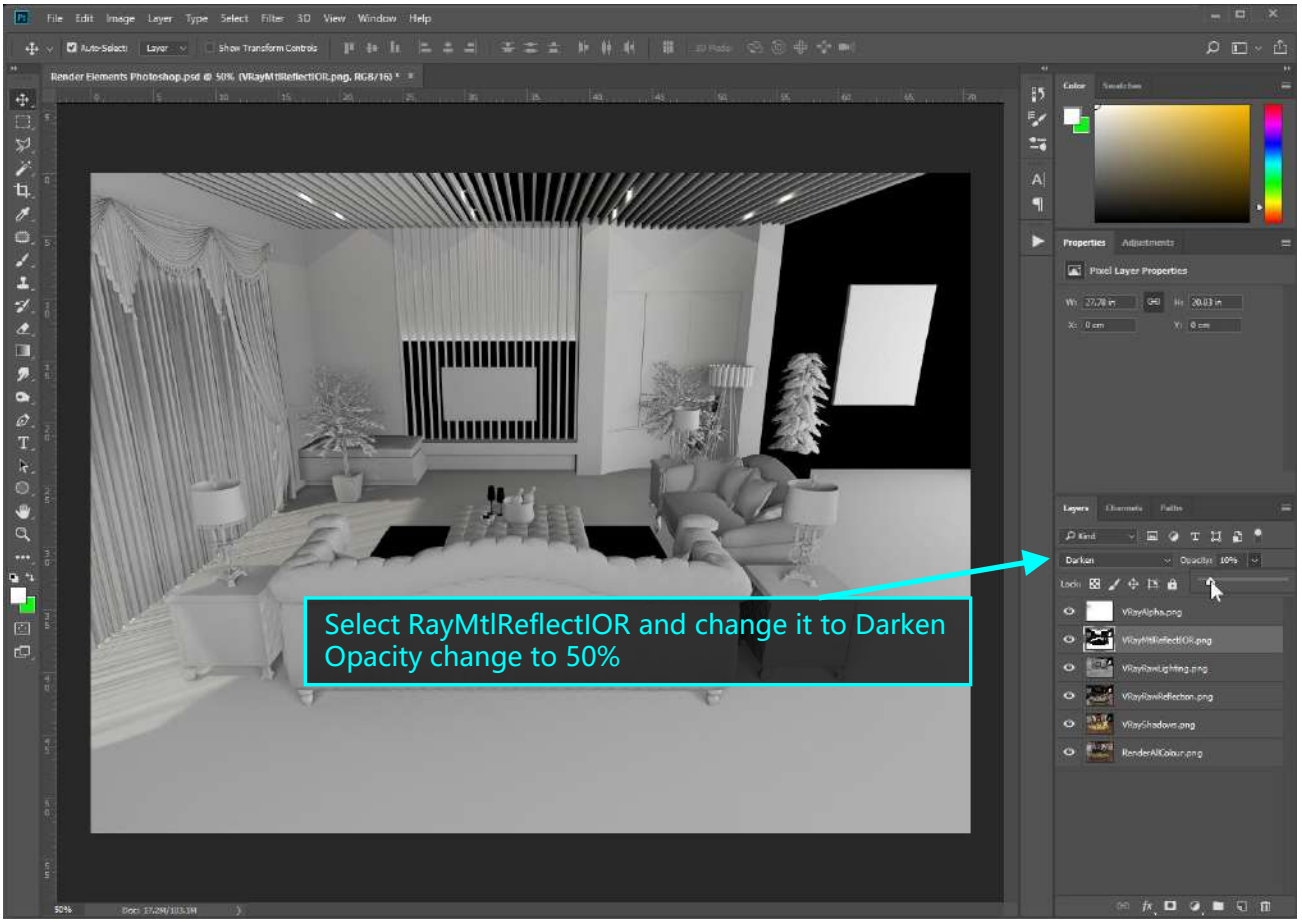

Load Layers
Source Files
Choose two or more files to load into an image stack.
OK
Cancel
Click OK
Use: Files
RenderAllColour.png
VRayAlpha.png
VRayMtlReflectIOR.png
VRayRawLighting.png
VRayRawReflection.png
VRayShadows.png
Browse...
Remove
Add Open Files
Attempt to Automatically Align Source Images
Create Smart Object after Loading Layers

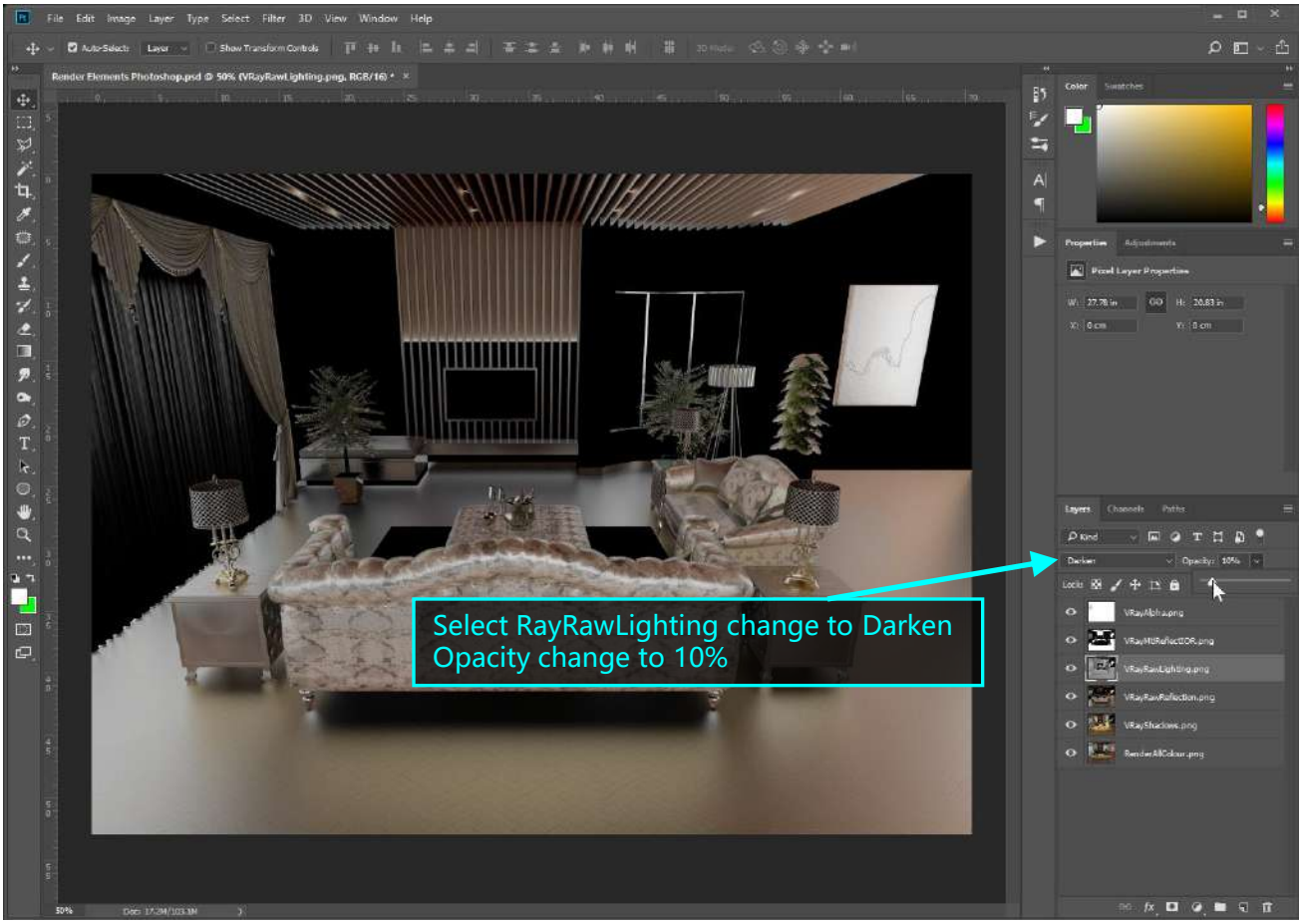


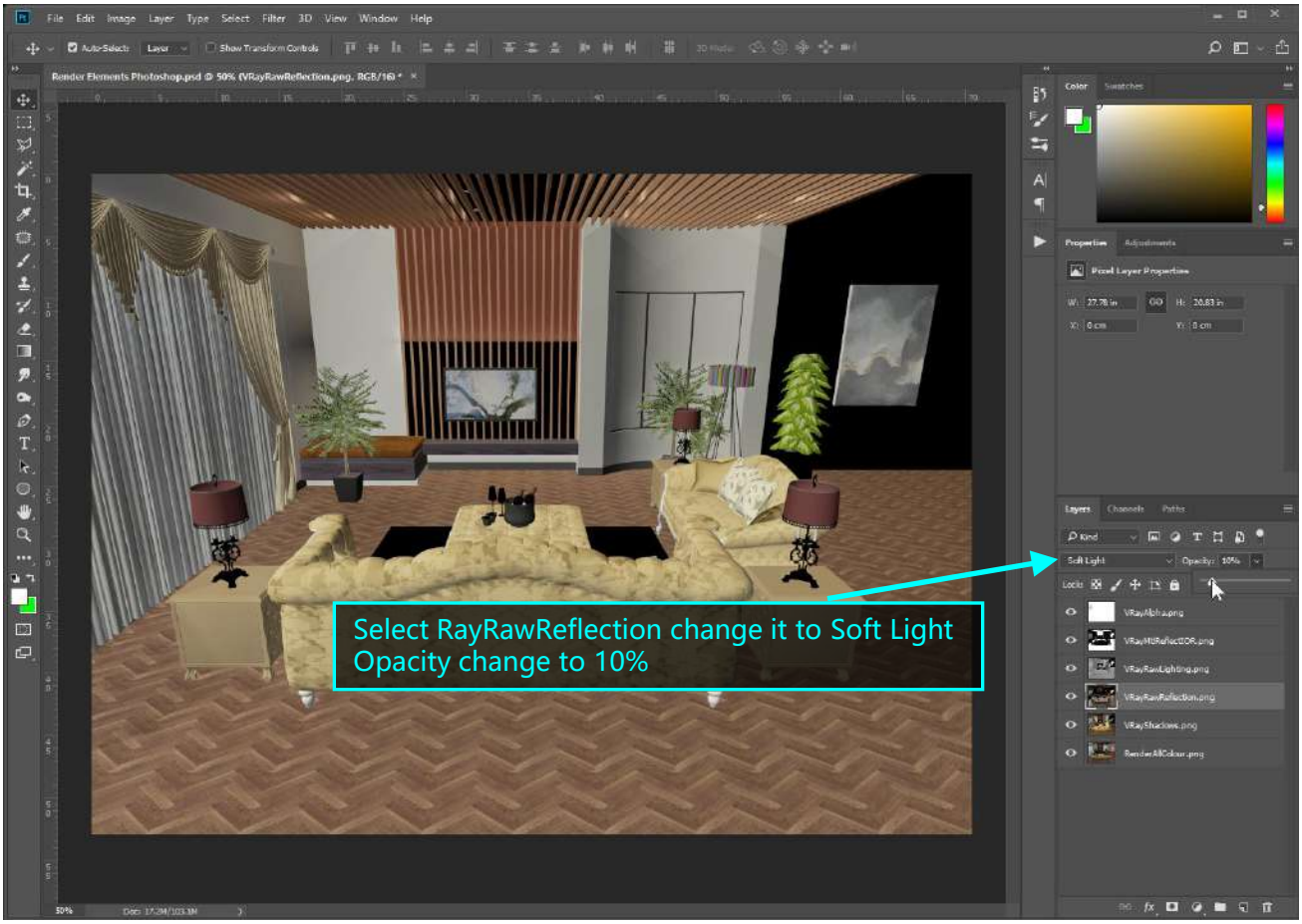


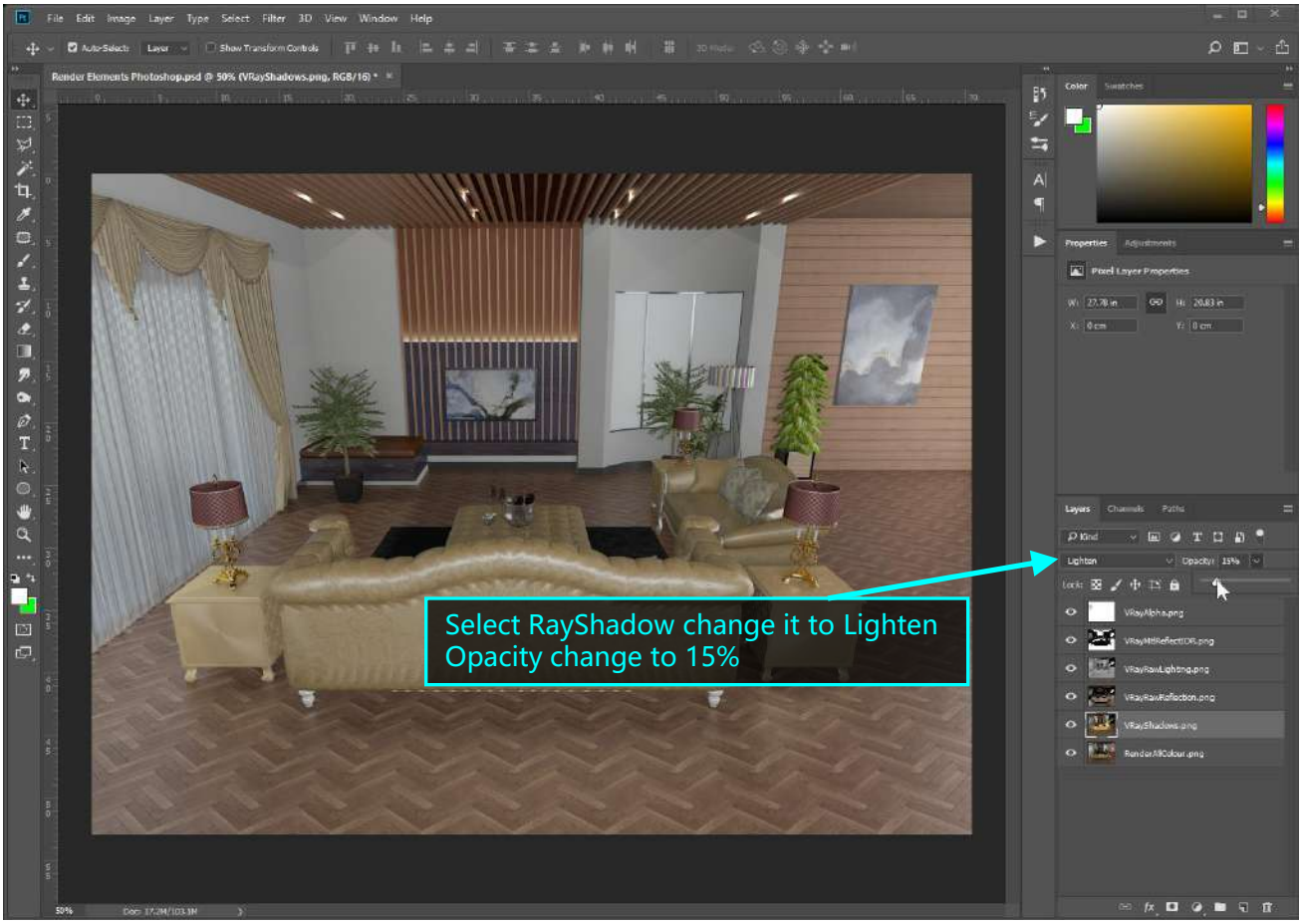
Move Render Output File at bottom

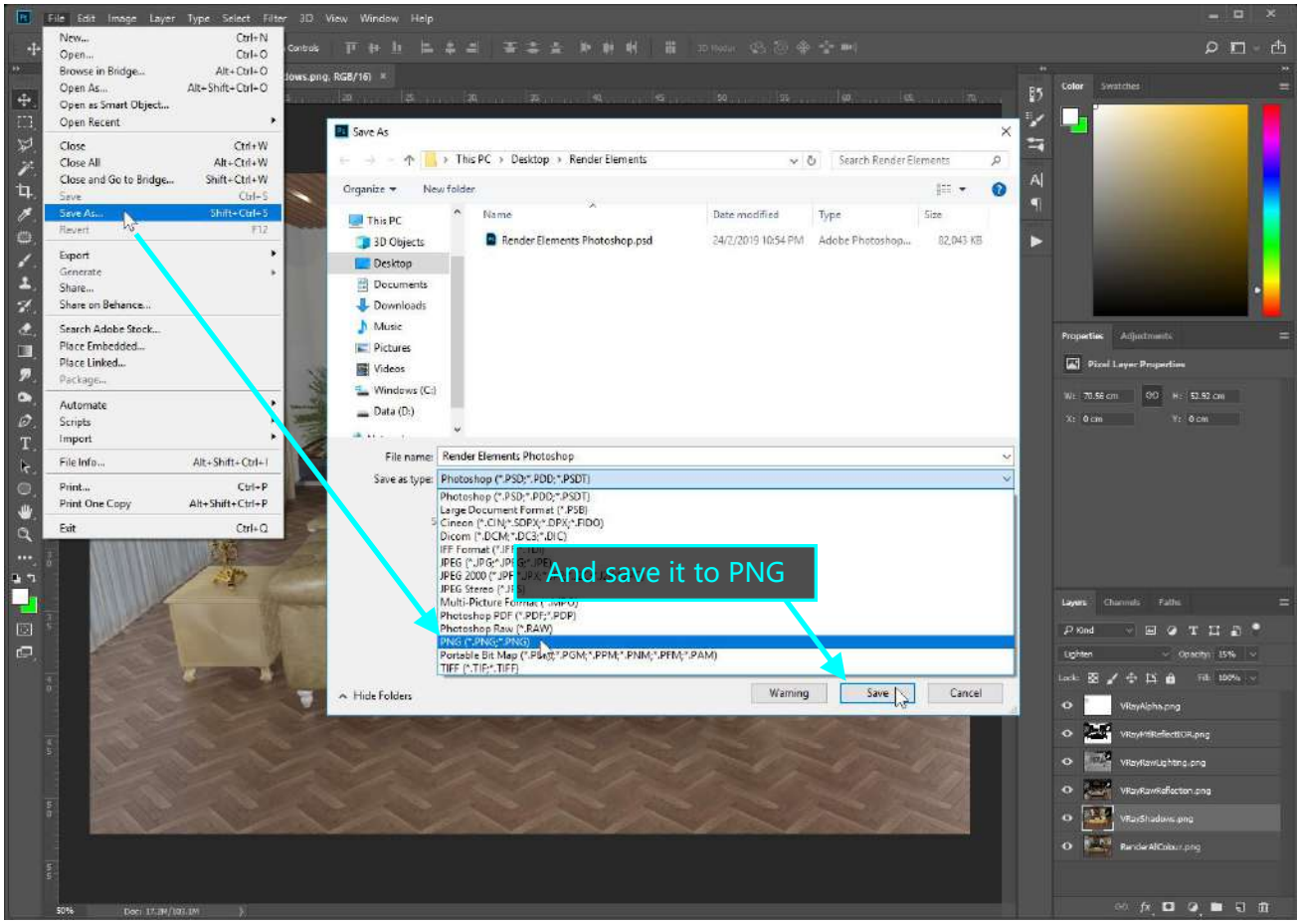

Select VRayAlpha and change it to Light
Opacity change to 50%


Select RayMtlReflectIOR and change it to Darken
Opacity change to 50%


Select RayRawLighting change to Darken
Opacity change to 10%


Select RayRawReflection change it to Soft Light
Opacity change to 10%


Select RayShadow change it to Lighten
Opacity change to 15%


And save it to PNG